

PRIMA'S OFFICIAL STRATEGY GUIDE

GAME BOY ADVANCE

NINTENDO
GAMECUBE™

Beyblade VFORCE™

ULTIMATE BLADER JAM

Beyblade VFORCE™

SUPER TOURNAMENT BATTLE

This game has received the
following rating from the ESRB



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ATARI



Prima's Official Strategy Guide

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A Division of Random House, Inc.

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ISBN: 0-7615-4476-3

Library of Congress Catalog Card Number: 2003112662

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Acknowledgments

Prima thanks Roland Kippenhan, Paul Adams, and Mary Dzambas for their help in the creation of this guide.



PROLOGUE

First, There Were High Performance Tops. . . .



The Originator: Beyblade Tops

While you're probably holding this guide in your hands because you're interested in the latest video game exploits of the Beyblade crew, you may not be aware of the fact that the concept sprang from a simple idea that has since taken the world by storm.



Flip Side: Bit Beast Brigade

Beginning in Asia (Japan, Korea, and China, specifically) the "battling tops" toy genre has been in full swing for some time, with Beyblade being the focus of the phenomenon. With the craze reaching a fever pitch in the west, it was only a matter of time before the toys gave way to...

Beyblade™ on Celluloid



Animated Exploits Come Home

Thanks to regular airings on ABC Family, *Beyblade* took off like a rocket, and landed in DVD collectors' editions. The show follows the exploits of Tyson, Kai, Max, and Ray (along with their friends and foes) as they battle their way through a legion of adversaries who want to knock them from their place on top of the *Beyblade* mountain.

Of course, nowadays, a phenomenon isn't considered legit until it has a video game or two under its belt. An earlier PlayStation game only whet the palates of gamers desperate for a virtual version of their favorite "sport," and now they're getting two brand-new editions.



The Future Is Now....

Although they couldn't be more different, both of the new *Beyblade* video games (one for Nintendo GameCube and one for Game Boy Advance) have something special to offer players. For pure Beyblading action replete with intense (up to) four-player battles, it's the GameCube version all the way. The GBA game, in contrast, is more along the lines of a traditional arcade affair.

Regardless of which game you choose (hey, why not get both?), you can't go wrong. And with that—as Tyson would bellow—

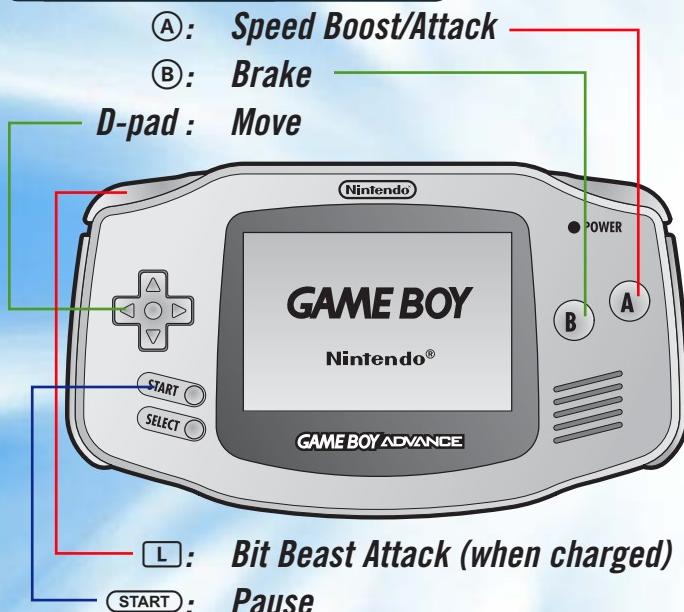
"Let it Rip!"



USING THIS GUIDE

Welcome to the first part of Prima's Official Strategy Guide for *Beyblade: VFORCE—Ultimate Blader Jam* for Nintendo Game Boy Advance and *Beyblade: VFORCE—Super Tournament Battle* for Nintendo GameCube. Although these two games are radically different, we're going to cover the ins and outs of both in a single guide. First up is *Beyblade: VFORCE—Ultimate Blader Jam* for GBA, so get ready to **Let it Rip!**

Basic Controls



Tips, Notes, and Cautions

Tips

Any time you come across a **Tips** box, pay close attention. **Tips** offer valuable advice that will prevent you from sliding into the fire.

TIP

When you're racing out of control, remember to press **(B)** to burn some brake pad and rescue yourself from going over the proverbial falls.

Notes

Notes are handy tidbits that point out an interesting fact about, say, the landscape or a different way of approaching the same problem.

NOTE

Using the ramp represents only one way to reach the ground below—you can also simply fall off the ledge.

Cautions

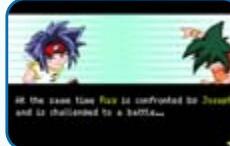
Pay very close attention to **Cautions**—these are signposts designed to avert and/or prevent certain doom for you and your Beyblade. Ignore them at your own peril.

CAUTION

As you careen down this ramp, be aware that you'll be barreling headfirst into a boss. Ram into this guy unawares and it's a safe bet you'll soon be spiraling out into space...and toward certain doom.

Let It Rip!

Remember how we mentioned in the Prologue that the *Beyblade* video games sprang from a series of toys and animated programs? Well, as it so happens, the cutscenes in *Beyblade: VFORCE—Ultimate Blader Jam* are based on events that take place on the show. To that end, we've included handy sidebars that feature the animation stills from those particular sequences where the story parallels the game.



At the same time, Ryo is recruited by Justice and is challenged to a tournament.



"Just watch Ryo. This battle is likely to be more intense."



Kai, the Bladefreakers' assistant, now gets to meet with Team.

THE GANG

GBA

The Theme Song



"Beyblade: 60 Second Theme"

Lyrics by Arlene Bishop and Blair Packham

Picking up speed
Running out of time
Going head to head
It's a way of life
You gotta fall down
Eat ground
To get back up again

Let's Beyblade!
Spinning it out
At the speed of sound
Gonna rip it up
Now the bet is down
We're the team with
the bang:
Our gang
Is the one that's gonna win

Let's Beyblade
Beyblade!

Let's Beyblade!
Let's Beyblade!
Beyblade!
Let it rip!



The Cast

Tyson

Outspoken and inquisitive, Tyson has a knack for finding trouble. And thanks to his aggressive style, he has a knack for winning *Beyblade* battles. Tyson's Bit Beast is Dragoon—Attack type.



Kai

He sometimes comes across as cold and unfeeling, but underneath it all, Kai is a deeply loyal friend. A born leader, he commands respect both in and out of the Beystadium. Kai's Bit Beast is Dranzer—Combination type.


Max

A fierce competitor and master strategist, Max believes that a good offense starts with a strong defense. His Bit Beast is Draciel—Defensive type.


Ray

Ray's quiet personality masks a steely core of confidence and a competitive spirit. His Bit Beast is Driger—Endurance type.



CHEATS

Cheaters Prosper

*Having some trouble getting through **Beyblade: VFORCE—Ultimate Blader Jam**? Can't keep your spin going long enough? Have we got some tricks for you!*

Infinite Spin

$\leftarrow, \uparrow, [L], [R]$ (from title screen)

This handy cheat means saying bye-bye to all Spin Charges, as you'll never run out of spin power. It also makes it easier to defeat enemy Blades.

Complete Level/Open Next Level

$\leftarrow, \uparrow, \leftarrow, \uparrow, \leftarrow, @$ (from pause menu)

This doozy completes the level with a time of one second, allowing you to access the bonus levels with ease.

Destroy All Enemies

$\uparrow, \uparrow, \leftarrow, \leftarrow, [L]$ (from pause menu)

Like it says: Execute this cheat from the pause screen and all enemies will be laid to waste.

Fully Charge Bit Charge Meter

$\leftarrow, \uparrow, \leftarrow, \uparrow$ (from pause menu)

Maybe destroying all the enemies isn't sporting, but wouldn't you still like some aid in pulping them? How about this trick that allows you the luxury of re-charging your Bit Meter at will?

ADVENTURE MODE WALKTHROUGH

Episode 1

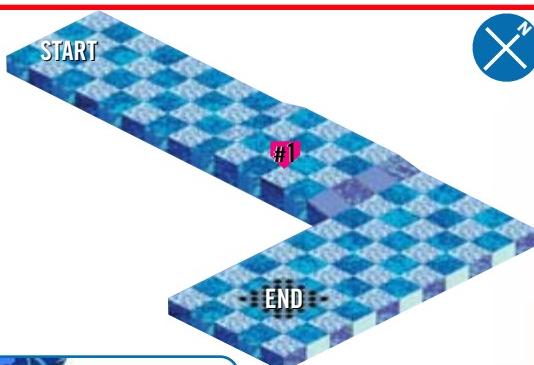
The first few levels of *Beyblade: VFORCE—Ultimate Blader Jam* are tutorial-style levels that basically walk you through various gameplay elements and teach you how to do this and that. They aren't overly complex and you should be able to clear them with a minimum of fuss. But, just in case, read along with us so that you don't miss anything!

General Episode 1 Par Time Tips

- *Speed is of the essence—always accelerate!
- *Don't skip Spin Pads—you'll need the boost.
- *Do not waste time destroying enemies.
- *Do not waste time collecting pick-ups.
- *Experiment with different Beyblades.
- *Use the maps!

Round 1-1 Start!

1-1 Hint: Easy as pie—accelerate till you reach the (close) finish line.



Par Time: 0:03.40
Items: 1

Round 1-1 Fly-By

At a Glance...



LET IT RIP!

You're going to start off the game with Tyson, so wind up your Launcher and LET IT RIP!



NOTE

All directional references in this guide are based on the cardinal points: north, south, east, and west. Remember, though, that north in an isometric world would be northeast on a standard map. Use the handy compass on each page to orient yourself properly.



Head east. Kenny will drop in and offer some tips on moving your Beyblade.



ITEM #1

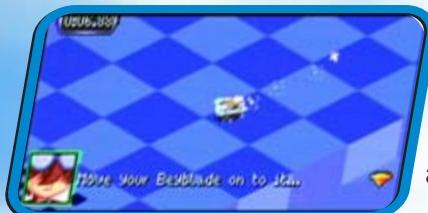
Continue east toward the first item in the game—the Ultimate Dragoon. Roll your Beyblade over it to add it to your collection.



**TIP**

Although it drains your spin meter, using the brake is very necessary if you want to make it through a Round in one piece. Press **B** to slow yourself up, and for still more stopping power, press the D-pad in the *opposite* direction that you're traveling.

Continue east till you see the edge come into sight. If needed, press **B** to apply the brakes and prevent yourself from careening over the side.



A quick turn to the south and you'll spot the first Round's exit beckoning just off-screen (Kenny will also point this out).

**EXIT!**

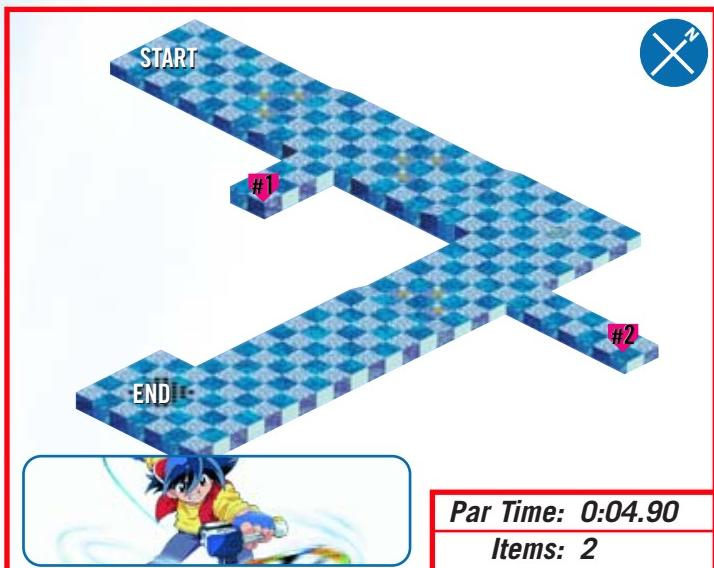
And just like that, Round 1-1 is over! Now it's time to move on to Round 2.

Round Item

Ultimate Dragoon

Round 1-2 Start!

1-2 Hint: As with 1-1, this one's a piece of cake and requires straightforward bursts of speed (across the speed up arrows) to make par.

**Round 1-2 Fly-By**

At a Glance....

**LET IT RIP!**

Continuing with Tyson, pull back on your Launcher and aim for "Perfect!"



Head east to the set of red arrows. Depending on the situation, these arrows, which serve as speed ups, can be a blessing or a curse.



Avoid the arrows by going south and then east, and keep an eye out for the spur heading due south.

Adventure Mode Walkthrough: Episode 1

ITEM #1

There's a Spark Knight at the tip of the spur. Pick it up, then head back north to the main road.



Go east until you reach the next set of red arrows. Here you'll find your first Spin Charge.



NOTE

Spin Charges are of the utmost importance in Beyblade. You'll want to avail yourself of their abilities whenever possible, as a Beyblade spinning at a high rate of speed is a happy Beyblade.



Juice up on the Spin Charge, then proceed south.



Along the eastern edge of the road is another spur. You'll definitely want to head down there to see what's up.

ITEM #2

At the end of the spur lies Ray. Snap him up and then make your way back to the main road.



Go south and take a ride on the nearby red arrows to send your Beyblade speeding along with the wind at its back.



EXIT!

At the Round exit, hit the checkered flag and prepare yourself for Round 3.



GBA

Round Items



Spark Knight



Ray

Round 1-3 Start!

1-3 Hint: This is even easier than 1-2. Accelerate to zip your way to the finish line.



Round 1-3 Fly-By

At a Glance....



LET IT RIP!

Now it's Max's turn to let it rip! Crank back that Launcher and away we go!



Continue going east until you reach the small ledge. Drop off the ledge, then follow the path as it twists to the south.



Go down the small ramp that's just to the east of the start of the level and pick up the Spin Charge there.



Be careful coming 'round that bend! You do not want to cross the finish line yet!



Once you've charged up, point your Beyblade north until you reach some handy little jump pads.



Zip your Beyblade into one of the jump pads and you'll be launched into the air with the greatest of ease. Take care to watch your speed, though.

CAUTION

As with the red arrows, jump pads are a blessing and a curse. Always approach them with caution, as you'll never know when one might just send you flying into empty space.

Once you land, head north until you reach the road, then follow the road east.



Kenny pops up to offer some important advice about keeping your spin speed up as high as possible.



Instead, make your way around the checkered area to the west or south, towards the southwest corner.



See that downward-leading ramp? Carefully make your way down, and mind your rate of descent as you go.



ITEM #1

There's a Spin Charge at the bottom of the ramp, along with the Round's sole item. Snap that up, then go back up the ramp.



EXIT!

Now you can happily hit the checkered flag to complete the Round in one piece with all the items from this Round in tow.

Adventure Mode Walkthrough: Episode 1

Round Item



Galzly



Round 1-4 Start!

1-4 Hint: The trickiness here is the floating platform you'll have to cross—time it so that you reach the Spin Pad over the gap as you're winding down.



Round 1-4 Fly-By

At a Glance....



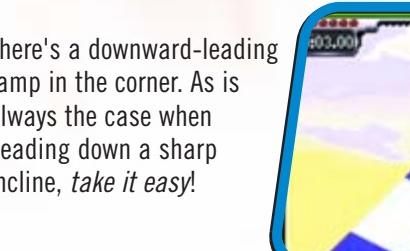
LET IT RIP!



Now it's Ray's turn to strut his stuff. Pull the cord and let's get this Round going!



First, head west, bearing a bit south out of the gate.



There's a downward-leading ramp in the corner. As is always the case when heading down a sharp incline, *take it easy!*



ITEM #1



The Round's one and only item lies at the bottom of the ramp. Bag it, then head back up the ramp...*carefully*.



Once you're back up top, be sure to avail yourself of the Spin Charge that's lying in your path—you'll definitely need it.



Charge up, then go east until you see the moving platform. Listen to Kenny's advice, then approach the platform.

CAUTION

Moving platforms are tricky because you have to keep your Beyblade moving with them. You can't simply rest on top—if you don't keep up with it, you'll plummet to your doom.

Spin your way out onto the platform as soon as it comes into view, and get ready to take a short ride. Be sure to keep tapping that D-pad to keep up with it!



Once you reach the terminus (another set of white blocks), debark and make your way to the Spin Charge.

Head south until you reach your first batch of enemy Beyblades. Listen to what Kenny has to say, then get ready to send some foes flying.



TIP

Press **A** as you strike foes for an extra blast that will send them tottering over the edge. Be careful, though—if you miss, you're the only one who'll be tottering...all the way down.

Knock the three Beyblades to their doom (carefully) to collect energy to charge your Bit Beast. Nail five enemies to earn one Beast Blast.



EXIT!

Now that your foes are nothing but a distant, fading memory, journey over to the checkered flag to complete Round 4 smelling like a Beyblade fresh out of the package.



Round Item



Gabriel



Round 1-5 Start!

1-5 Hint: This is as easy as it gets: From the item, drop south to the finish line.



Par Time: 0:05.00
Items: 1

Round 1-5 Fly-By

At a Glance....



Adventure Mode Walkthrough: Episode 1



LET IT RIP!

Tyson's back in the saddle again. Grab hold of the rip cord and zip off into the wild, checkered yonder.



Go east, but mind the ridge running along to the south—you don't want to go down there.

When you run out of room to the east, take a short spin north, then go east once more.

ITEM #1



Before long, you'll come upon the level's only item. Bag that, then retrace your steps to that ridge we told you not to take.



Drop off the southern edge of the ridge, and keep an eye out for the unfriendly Beyblades that patrol the area.

There may be some interlopers who think they can menace a member of the Bladebreakers without suffering some unfortunate repercussions. When will they ever learn?

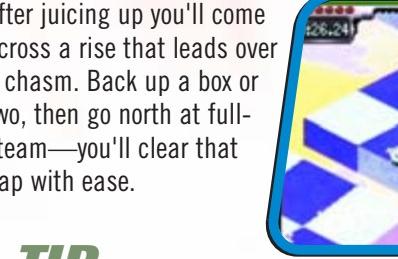


Go east until you reach a sloping surface. Be careful to descend the slope with a southeasterly approach to avoid a long drop from a short cliff.

GBA



Before long you'll come to a much-needed Spin Charge. Fill up your batteries, then head north.



After juicing up you'll come across a rise that leads over a chasm. Back up a box or two, then go north at full-steam—you'll clear that gap with ease.

TIP

It's almost always a good idea to ride your brakes when leaping gaps *after* you've gotten airborne... just in case.



EXIT!

After clearing the gap, head west to the short ramp that leads to the checkered area at the end of Round 5.

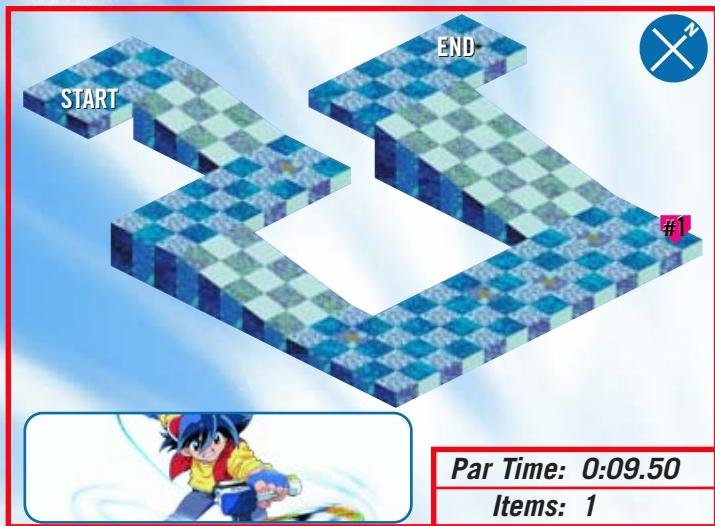
Round Item



Hilary

Round 1-6 Start!

1-6 Hint: Speed, speed, speed, combined with caution, caution, caution—mind those red arrows!



In the center of that ramp will be a rather badly placed red arrow. Do your best to avoid it.



Go south until you find a second ramp. Go down that ramp, then head east.



Avoid the red arrow at the bottom of this ramp—maneuver carefully around it.

Round 1-6 Fly-By

At a Glance....



LET IT RIP!

Tyson takes the field again here in Round 6. You know the drill...let it rip!



Immediately start making your way down the nearby ramp heading—you guessed it—east.



Just to the other side of the ramp, there's another Beyblade waiting for you. Watch out for him, as he'll attempt to send you flying into the red arrow.



After you've dealt with your foe, head north, avoiding the many red arrows along the path. Bob and weave your way to safety.

ITEM #1

After you pass those three red arrows, you'll spot another Beyblade, a ramp, and an item! Dispatch the Beyblade and grab the gear to clear the level of items.



Adventure Mode Walkthrough: Episode 1



Driger in tow, head due west until you reach a long, steep ramp. Go up the ramp, then head north.



The enemy Beyblade strikes right away. Repel him with a few taps of (A), then go north as fast as possible.



EXIT!

Here you'll find the checkered exit to Round 6!

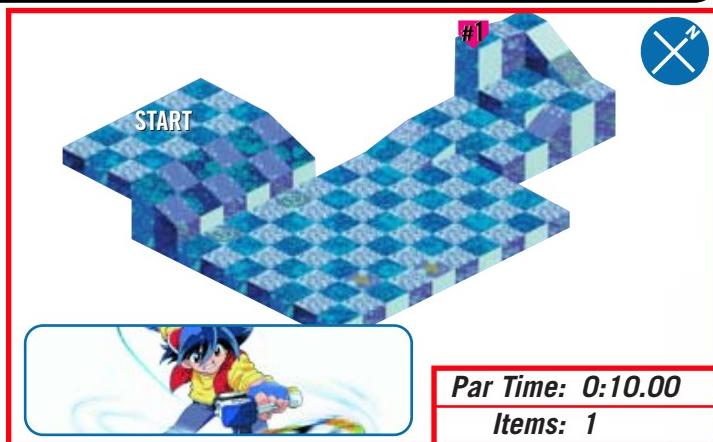
Round Item



Driger

Round 1-7 Start!

1-7 Hint: As is the case with all boss levels, you'll have to cream the boss in short order to make par.



Par Time: 0:10.00
Items: 1

LET IT RIP!

All right! The first Boss Battle! It's time to rip it up all over your robotic foe!



Kenny jumps in to offer some advice. Heed it, then drop down near the Spin Charge and get ready to rumble...sort of.

(This section is cut off at the bottom)



Climb the series of upward-leading ramps, and don't look back—your foe is right behind you!

ITEM #1

At the top of the third ramp is the level's only item. The level will end as soon as you grab it!

Round Item



Robot

Bonus Round 1 Start!

Bonus 1 Hint: Speed! Zip away, maneuvering past enemies as you go, and reach for the finish line.



Par Time: 0:19.00
Items: 2

LET IT RIP!

GBA



If you managed to beat the Par Times on the first seven levels, you'll open up a Bonus Level with Ray at the controls!



Immediately head due east. Soon you'll encounter the first of several tricky Beyblades. Charge into your first foe and keep rapping the **A** button to send him flying.

With one foe toast, head south until you see a red arrow, an item, and an enemy Beyblade. Hit the red arrow to send the nearby Beyblade flying away.



ITEM #1

Don't forget to bag the nearby item before proceeding over the next chasm—you don't want to have to repeat this Round.

Now jump your Beyblade over the next chasm. You must clear the two Beyblades circling below; otherwise you may land on one and go over the side.



Once you've touched down, hit reverse and knock any waiting Beyblades into the "drink."



ITEM #2

Go southeast until you reach a red arrow and a second item—grab the item and ignore the red arrow.



Now take a short hop over the next chasm to come face-to-face with another miscreant. Bash him over the edge, then continue on.



Carefully descend the slope that leads down and to the east. Watch out, though! That slope ends in a long drop.



Quickly heading north along the slope will prevent your Beyblade from plummeting to an early end.



EXIT!

Soon you'll reach a bend that heads north and straight into the Round exit! Congratulations! That's all of Episode 1 cleared!

Round Items



Kai



Cyber Driger



Adventure Mode Walkthrough: Episode 2

Episode 2

For Episode 2, things begin to heat up. The tutorials are over now, and it's pure gameplay from here on out. Also, the level layout gets trickier, and you're going to need an extra helping of finesse to get through this gauntlet unscathed.

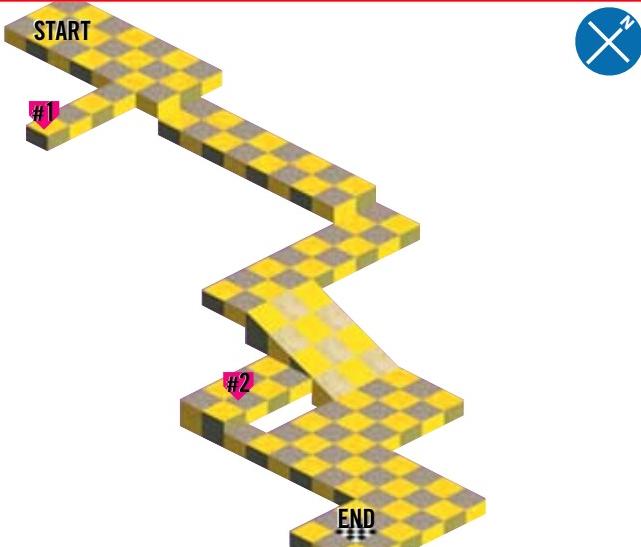
General Episode 2 Par Time Tips

- Speed is of the essence—always accelerate!
- Don't skip Spin Pads—you'll need the boost.
- Do not waste time destroying enemies.
- Do not waste time collecting pick-ups.
- Experiment with different Beyblades.
- Use the maps!



Round 2-1 Start!

2-1 Hint: As with many of the other levels, follow the General Rules and make your way to the finish line.



Par Time: 0:90.00

Items: 2

Round 2-1 Fly-By

At a Glance....



GBA



LET IT RIP!

Kai's up, so grab hold of that cord and yank like only the master Beyblader can!



When he drops in, Kai will have to deal with three mostly passive Beyblades. Press **A** to send them flying over the edge.



ITEM #1

After you vanquish them, head down the spur leading south to collect the first of two items in the Round.



Backtrack up the spur, then head off the eastern ledge.



At the short drop, fall to the next level, then take a turn south.

Continue south until you reach the wide, downward-sloping ramp. Descend carefully by hugging the southern edge.



Keep an eye out for another platform along the edge. When ready, fall south and land on the ledge.



ITEM #2



On that ledge is the level's second item. Snap it up, then make for the narrow ridge that leads east.



EXIT!

A scant distance away lies the checkered exit point. Spin your way over and outta the Round!

Round Items



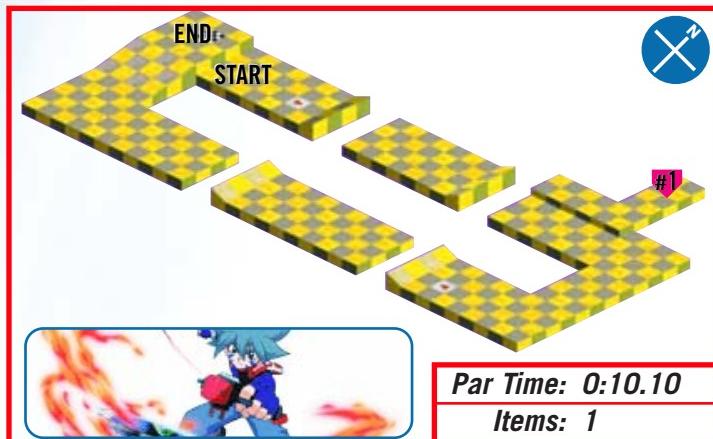
Spider



Pistol

Round 2-2 Start!

2-2 Hint: On this stage, use the speed ups every chance you get and you'll squeak into the winner's circle in no time flat.



Round 2-2 Fly-By

At a Glance....



LET IT RIP!

Kai gets another starring role here at the start of Round 2-2. Give the master the kind of rip he deserves.



Head east, moving around the red arrows and over the first chasm.



After you clear that first jump, continue east to the next chasm.

Adventure Mode Walkthrough: Episode 2



Be careful to line up your Beyblade with the northern edge, a few blocks back from the ramp.

Plot an eastern course and, while riding the edge of the road, fling your Beyblade off the ramp, through the air, and onto a raised ledge.



Jam on those brakes after you land! It wouldn't do to go careening over the eastern edge.



ITEM #1



Safely grounded, head up the northern spur until you reach the level's sole item. Grab the item, then head south.



Drop off the short ledge to the one below, then follow the road as it twists east, then south.



Before long you'll come across another red arrow, pointing west.

The red arrows will catapult you across two chasms—after you clear the second chasm, slam on the brakes.

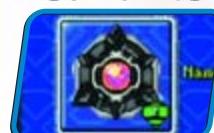


EXIT!

Upon landing, go north to the checkered exit point.



Round Item



Ultimate Saizo

Round 2-3 Start!

2-3 Hint: As this is a boss battle, the only way out is to crush your foe. Stomp him in time to achieve par without too much sweat.



LET IT RIP!

The third Round of Episode 2 is another Boss Battle! Better have that Beyblade fully sharpened for the fight ahead, Tyson.

GBA

When the Round begins, head south as fast as your spindle can carry you.



You'll want to send this guy through the hole at the level's center. Keep in mind, though, that he'd love to see you end up there, too.



Go up the ramp and keep an eye out for the west ledge. Clamber up and over to the ledge.



Persevere and drive him to his doom (if you need to—and it's charged—use your Bit Beast attack to send him flying).

Head across the ledge to the north. Mind the western edge—it's a long way down.



Good riddance to bad rubbish. After enough abuse, he'll go all wobbly on you, then he's easy pickings.



ITEM #1

After a dip in the northern corner, you'll spy an item waiting to the east. Zip over and claim it for the Bladebreakers!



Round Item



Draciel Metal

Round 2-4 Start!

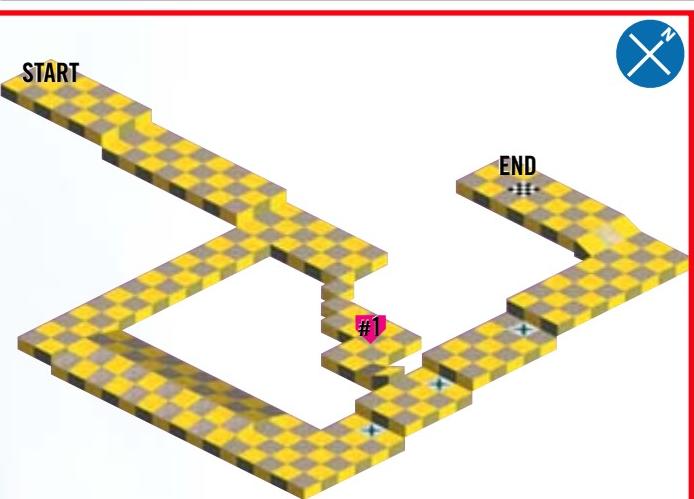
2-4 Hint: On 2-4, take the middle path to get where you're going at a quicker pace.



Now that you have the item, it's time to take out the miscreant waiting below. Drop to the south and prepare to engage in battle.



This guy hits hard. If you're running low on spin, hit the western Spin Charges.



Par Time: 0:12.30

Items: 1

Adventure Mode Walkthrough: Episode 2

Round 2-4 Fly-By

At a Glance....



Take a deep breath, and spin your way over the two intervening blocks. Haul on the brakes as you clear the second block!

GBA



ITEM #1

After you're safely across, pick up the item staring you straight in the eyes—you earned it!



LET IT RIP!



Max makes his Episode 2 debut. Pull back, hold, and let it rip!



Use the short ramp that's facing east, and land near the jump pad. Any guesses as to where to go next?



Trundle east. Go down two small ledges and watch for another Beyblade twirling around.



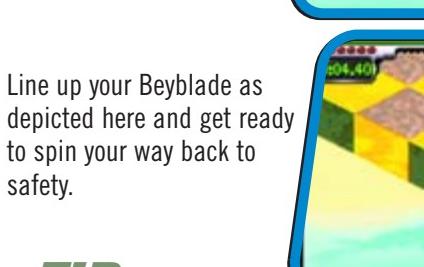
The jump pad tosses you toward another jump pad. When you land, mount that one as well.



Ignore that idle Beyblade and continue east, then southeast.



When you come to the two unmoving Beyblades, blast them over the edge to gain some energy for your Bit Attack.



Line up your Beyblade as depicted here and get ready to spin your way back to safety.



EXIT!

Take the short ramp to the west to exit Round 2-4!

TIP

For some of the levels with arrangements such as this, try switching to "2D controls" in the options menu.

Round Item



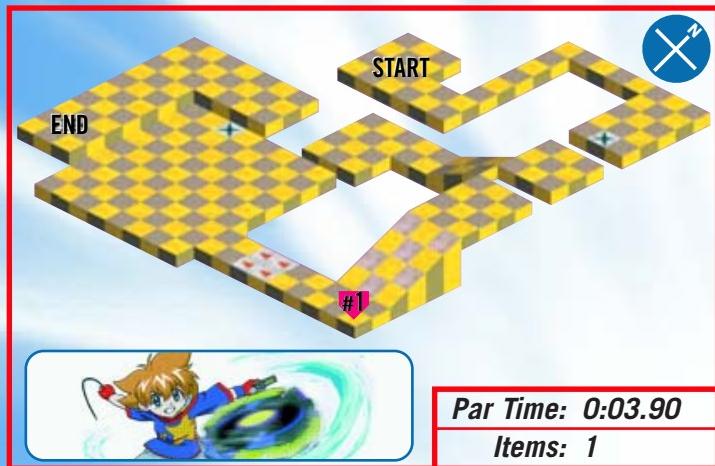
Grandpa



Round 2-5 Start!

2-5 Hint: Take the first slope heading west to make par (just after the first jump pad).

The route twists the east and opens on a larger area with a jump pad nearby.



Line up the pad, then, from three to four blocks back, hit that puppy at full speed. Keep heading south as you get some big air.



Round 2-5 Fly-By

At a Glance....



ITEM #1

After you land, ease off the throttle and carefully make your way down the ramp before you. Here is an item!



With your object in tow, head west and blast yourself across the inside set of arrows. It's time to make like a speeding bullet.

LET IT RIP!

Max is going to take a crack at Round 2-5—let's not let him down.



Head to the east, then take a turn north as you start the round.



The far wall will absorb your impact, so be heading south after you hit the red arrows (so as not to lose spin).



Adventure Mode Walkthrough: Episode 2

After you're up, turn to the west, then follow the road as it bends to the south.



EXIT!

You'll be crossing the finish line before you know it! That's five down, with only two to go.



Round Item



Cyber Dranzer

Round 2-6 Start!

2-6 Hint: Take the large ramp east, then time hitting the Spin Charge before boarding the floating platform heading east.

Round 2-6 Fly-By

At a Glance....



LET IT RIP!

Ray steps up for Round 2-6, and he's itchin' for some action. Suffice it to say, he won't be disappointed.



Head to the northeast corner, toward a narrow ramp that's sloping downward.



Descend the ramp slowly, and watch for the Beyblade that's blocking the corner. Send him screaming.



After you knock off your opponent, continue down the ramps to the south, then the east.



**ITEM #1**

Going east takes you to the Round's lone item. Pick it up, then head west.



You can go around these guys or send them spinning—it's up to you. After you decide, hop on the eastward-facing ramp.



Take the ramp to the south toward a set of three stationary Beyblades...do as you will.

**EXIT!**

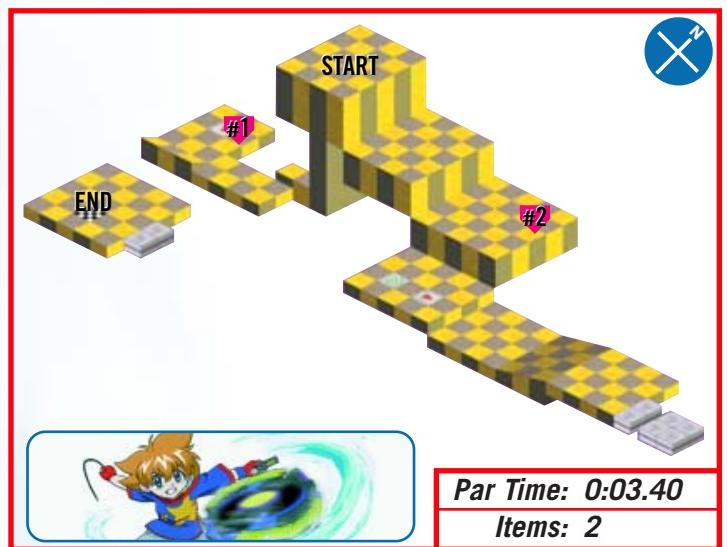
After you dispatch or drive around the bad guys, head for the checkered exit area!

Round Item

Dizzi

Round 2-7 Start!

2-7 Hint: This is hard: Drop to the south (as when going to collect the first item), then leap over the southern gap and onto the finish line.



After you charge up, mount the platform and go for a nice, relaxing ride—just not too relaxed, OK?



There's a pair of stationary Beyblades waiting at the end of the ride, so stay sharp.



Adventure Mode Walkthrough: Episode 2

Round 2-7 Fly-By

At a Glance....



Drop south. When you leave the ledge, don't do it with any momentum—you should fall almost straight down.

GBA



Upon touching ground, hold the brake and press \uparrow to keep from going over the edge.

NOTE

This Round requires two passes to get both of its items.

LET IT RIP!

Max takes the wheel. Give it a good rip—this one can be a doozy.



ITEM #1

Go to the southwest corner and position yourself as you see here.



After you settle (and your heart isn't in your throat), head to the west to collect an item.

See that ramp to the south? Use it to jump over that chasm and onto the floating platform.



Once across, head for the exit (don't worry, you'll be right back).



Re-enter the Round and head toward the edge to the east.



As you roll east, drop to the next ledge.



Watch out for the blue Beyblade that's roving back and forth. It might be a good idea to take him out so you can proceed unharmed.

ITEM #2

After he's toast, grab the item in the northeast corner. That completes the items for this Round.



Next, drop from the southern ledge and hit the Spin Charge to recover your balance.



Avoid the red arrow, drop to the next ledge to the east, and take out the Beyblade.

Board the moving eastern platform and ride it as it twists south, then west.



EXIT!

The platform deposits you at the exit, taking care of Round 7. If you made par on all the Rounds, it's Bonus time!



Round Items



Fox



Hayate Hidden Spirit

Bonus Round 2 Start!

Bonus 2 Hint: This is a speed-fest: Minding the extreme drops, plow ahead and, when possible, avoid the enemy Beyblades you are forced to confront.



Par Time: 0:16.00
Items: 2

LET IT RIP!

It's Max's turn to tackle the second Bonus round in the game.



Adventure Mode Walkthrough: Episode 2

GBA



Go south, then drop down the short eastern ledge—it gets hairier from here on out.



There's another drop south. There is a Beyblade waiting for you. Avoid the fight (spin is of the essence).

Continue east to the next ledge. This one is higher than the previous ledge, so watch your brakes as you land.



Head north until you reach an unruly Beyblade. Avoid him and head down the eastern drop.



The next ledge down contains another Beyblade lying in wait. If you can avoid him, head down the drop to the south.



There are two Beyblades waiting here. Although it would be nice to avoid them, careful use of **A** and **B** will keep you alive.



ITEM #1



After you're through with them, collect the nearby item, then drop to the east.

ITEM #2

After you avoid/trounce him, grab the second item awaiting your grubby mitts, then drop to the east.



EXIT!

The ramp heading due north takes you to the finish line and Episode 3!



Round Items



Sharkash



Max





Episode 3

By this point you should be feeling like a regular Beyblade veteran—but don't get too cocky! We still have four Episodes to go, and it's going to be a long, arduous trek ahead for you, me, and the Bladebreakers crew. So, let's get back to it, shall we?

General Episode 3 Par Time Tips

- Speed is of the essence—always accelerate!
- Don't skip Spin Pads—you'll need the boost.
- Do not waste time destroying enemies.
- Do not waste time collecting pick-ups.
- Experiment with different Beyblades.
- Use the maps!

Round 3-1 Start!

3-1 Hint: This isn't too bad: Take the path with the Spin Charge on it to shave a few seconds off your time, then mind the arrows on the final stretch.



Round 3-1 Fly-By

At a Glance....



LET IT RIP!

Max is in the starting blocks at the outset of Episode 3. The spunky Bladebreaker is gonna need all the help you can provide to see things through!



To begin, head east to the slope that runs to the south. Mind the edge, and move as quickly as possible.



Exit the slope on its east side. The Beyblade that's waiting there isn't going to let you pass, so take him down.



Mind the red arrow to the east, then head up the slope to the north.



You'll have to edge north, as that's where the exit from the slope will lead Max's Beyblade—up you go.



Adventure Mode Walkthrough: Episode 3

At the crossroads, go west.



Carefully, make your way up to the west and then over and along as the path leads north on a thin strip. Careful use of **(A)** and **(B)** is strongly recommended.



A Beyblade waits for you at the end of the line. Very carefully (use that **(B)** button!) exit the slope and gently push the fool over the side.



ITEM #1

Once he's been dispatched in the manner befitting a rogue, grab the item that's waiting quietly nearby.

Drop to the east and head immediately south to grab a Spin Charge.

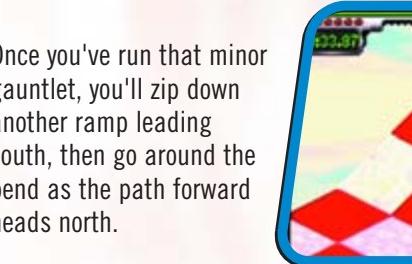


Go north, then east, and then south to get around the horn.



Here's a small army of inert Beyblades. You can either thread your way through them or knock 'em out for the Bit Charges.

GBA



Once you've run that minor gauntlet, you'll zip down another ramp leading south, then go around the bend as the path forward heads north.



This series of red arrows is bad news—do not touch! Make your way around them and continue onward.



EXIT!

The exit appears once you clear the arrows. That's Round 1 down!



Round Item



Metal Draciel

Round 3-2 Start!

3-2 Hint: To make par here, take the first, narrow ledge running east (south of the speed ups) to cut serious time off your race for victory.



On the next platform, line yourself up as shown, then zip to the northeast.



Safe (sort of) at last! You can't stay here forever, so head down the short ledge to the east.



Round 3-2 Fly-By

At a Glance....



LET IT RIP!

Kai's up next and he isn't exactly starting from the most advantageous position...



Go back down to that mess of red arrows, then head north, making your way around and through them.



ITEM #1

You drop in on a precarious perch, so maneuver Kai's Beyblade as depicted here then carefully drop to the southeast.



Around the bend as it winds east, you'll see the second (and final) item of the Round. Bag that, then go south.



Adventure Mode Walkthrough: Episode 3



Use the ramp to grab some air—and while you're at it, hit the second ramp, too.



Hit the brakes as soon as you land from the second jump. See that Beyblade patrolling the narrow strip? It's him or you.

Defeat this loser by ramming him head-on, or by hitting him with your Bit Beast attack.

EXIT!

Now that you've dealt with your foe (one way or the other), head south—you'll cross the finish line in no time!

Round Items



Trypio



Driver

Round 3-3 Start!

3-3 Hint: This is a Boss Battle, so you know the drill. Kill the boss fast to make par.



LET IT RIP!

Round 3 is a Boss Battle! Ray enters the fray to save the day!



This guy can be a bit unruly, but there's really not much to defeating him—start pushing him into the northwest corner.



Strategy here is simple: ram your opponent into the jump pad and you'll never hear from him again.



And, like that, it's over! Neeeext!



Round 3-4 Start!

3-4 Hint: This is all about speed. Make your way 'round and 'round till you reach the finish area in record time.



Round 3-4 Fly-By

At a Glance....



Grab a Spin Charge while you're in the neighborhood, then head south.



Follow the path as it turns to the east and then rises up a small slope that leads to the south.

LET IT RIP!



After having dispatched that boss so easily, it only seems fair that Ray get a crack at the next Round, too.



Not long after the road bends east you'll come across a red arrow. Ready for a ride?



The arrow shoots you up several short rises to an open area above. Brakes might be a good idea on that last rise, though.



Once you've entered the level, proceed south and then east till you reach a lone Beyblade. Knock him out and continue on.



Turn west and roll right on past the finish line—you can't go there yet, so make a mental note and continue westward.



If you position yourself just right at the dead end, you'll see an item that's out of reach.



Zip up the ramp that leads to the north, then follow the road as it twists back to the west.

Note the item as you pass it by—don't worry, you'll be holding that soon enough.

Adventure Mode Walkthrough: Episode 3

ITEM #1

Drop very slowly and very carefully to the south (hold those brakes on the way down!) to score a prize.

EXIT!

Next, drop off the ledge to the south and head back to the Spin Charge to the west. Once you've juiced up, re-trace your steps to the finish!



Round Item



Mariam



Round 3-5 Start!

3-5 Hint: This is easy: Ignore the item on the overhanging ledge to reach the finish line in no time.



Round 3-5 Fly-By

At a Glance....



LET IT RIP!

Tyson returns for Round 5. He's been layin' low for a bit, so let's hope he's ready to go!



Once you've dropped into the Round, head to the east and descend the three-block-wide ramp carefully.



Brake to a stop at the bottom of the ramp, then turn and head south.



Go up and over the hump and take the road east to another downward sloping ramp.



Exit the ramp, then proceed north, where you'll encounter two Beyblades that are a bit bigger than their britches. Why don't you show 'em who's boss?



There's a Spin Charge due east of your assailants. If you need it, grab it.



The path you must follow twists north, then west, then rolls over another hill.



Once you've taken care of your foes, take the ramp to the north of the Spin Charge, then follow the path as it winds westward.

EXIT!

Head over one more hill and you're home free! That's five down, two to go!



ITEM #1

The Round's only item lies around one more bend. Rescue it from a cold, lonely existence.

Round Item



Bound Attacker

Round 3-6 Start!

3-6 Hint: As the old saying goes: Those who kill the boss rapidly come in under par rapidly.

Drop from the ledge to the south, then hit the Spin Charge once more. From there, go south again.



A rather large Beyblade blocks the path to the south. Follow him till the path widens out just a bit, then move to one side.



Once the big bad Beyblade moves harmlessly past, move to the west and mount the triangular hill.



Par Time: 0:20.00

Items:

Round 3-6 is a Boss Battle Round! Sharpen that Beyblade and let's get ready to rumble with Kai!



Adventure Mode Walkthrough: Episode 3

This is child's play: once you drop in, start attacking due north (hit A!) once, twice, thrice—that should send the boss screaming right over the edge! How's that for efficiency?



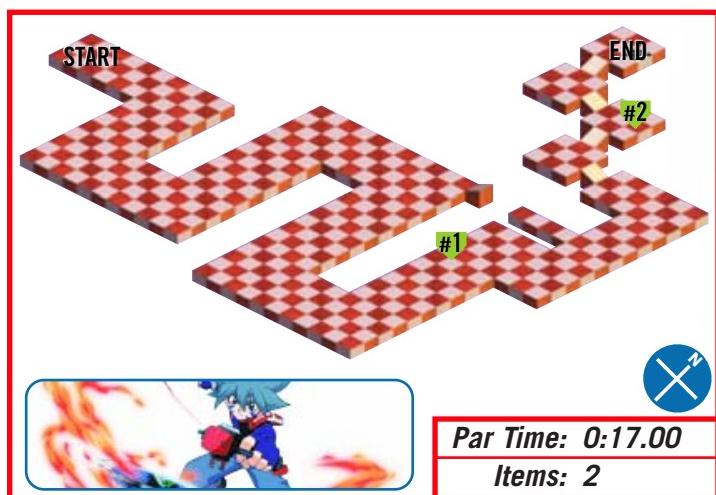
Once in play, head due east to the first of several evil Beyblades. These guys play for keeps, so be sure to strike first and fast.



GBA

CAUTION

Running from the enemy Beyblades in this Round is generally a bad idea. The foes are tenacious and will chase you up and down the area without hesitation.



Blast past the first foe, then zip to the south. The path leads around the bend to the east and into another Beyblade. Take him out and then keep going.



With the second Beyblade out of the way, head north until you reach the third. Go for the throat!



Once he's done, ignore the ramp in the corner and journey south once again to face another miscreant. Give him a whoopin' he won't soon forget, then move on.



ITEM #1
Watch your Spin Meter as you speed along. The road takes you south and then east and then deposits you in front of an enemy Beyblade and an item!



LET IT RIP!

Kai's up once more and it's a good thing, too—this is one strenuous round.



Head north and follow the bend heading east.



The road takes a sharp turn north, so be sure to stick to the path (ignore that first spur heading west). Also, any Beyblades you may have left beyond might now be hot on your tail, so watch your back!

ITEM #2

Take the second westward-leading spur. At the end of the series of ramps is another item!

EXIT!

Only two more ramps to go before the exit. Got spin?

Round Items



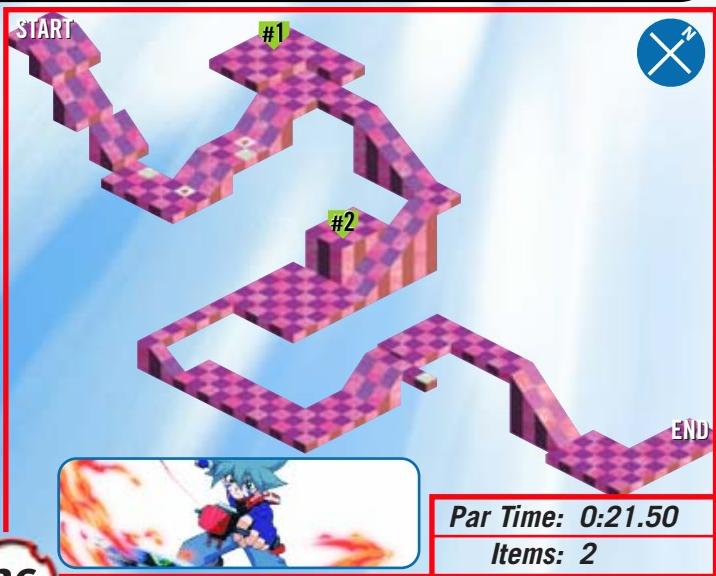
Chameleon



Seaborg

Bonus Round 3 Start!

Bonus 3 Hint: Use the speed ups to give you a speed boost, then scream along to the exit in record time.



LET IT RIP!

Kai keeps the streak alive with the third Bonus Round. Wind 'er up and let 'er rip!



As you bound down a series of steep slopes, don't forget about your brake—you don't want to go bouncing into the wild blue yonder.



The Spin Charge that you find at the bottom of the run should help undo all the wear and tear that repeatedly hitting ⓧ may have caused.



Move forward toward the red arrow. See how it's pointing toward another red arrow above? Hit the first one and then the second to deliver a spindle-shattering blow to the Beyblade that's waiting up top.



Once you've taken out the trash, head back down to the second red arrow to charge up Kai's Beyblade, then hold for a moment.



Now this is tricky.... Position yourself on the Spin Charge, then follow the exact sequence depicted here, topped off with a tap of ⓧ as you reach the crest of the ramp.



Adventure Mode Walkthrough: Episode 3

ITEM #1



With great skill (and a little luck) you'll leap up and over the low ledge (apply those brakes once over the lip) to the northwest to claim an item!



Drop down the ledge and descend the long ramp leading east.

The ramp turns south sharply, so be careful (note the platform just to the southwest as you begin the second leg of your descent)!



As the Beyblades give chase, zip across the narrow bridge to the south to make your escape.

GBA



Go down the steep slope to the east—and keep watching for those Beyblades!



One last Beyblade at the very bottom stands between you and freedom. Waste him with your Bit Beast attack if you have one handy!



EXIT!

ITEM #2

Carefully slide your Beyblade onto the ledge to claim the second item of the level!



Zip up the nearby ramp to the north, stop at the Spin Charge, and then continue north and around the bend to the east.



Go back down the ramp to a large open area flanked by two Beyblades. Thread the needle and pass them by as you head to the southwest.



Round Items

Cyber Draciel

Dragoon



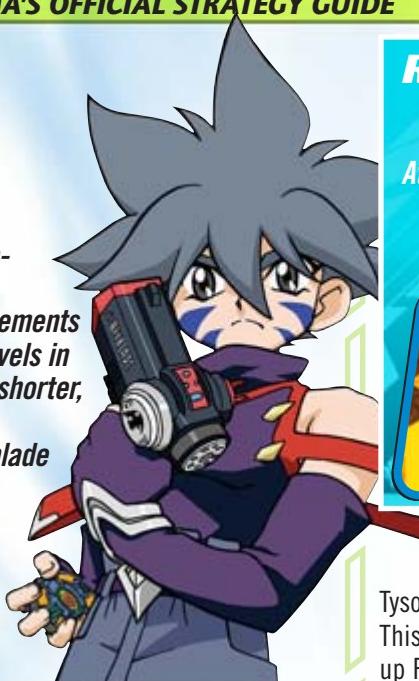


Episode 4

Things are heating up: The puzzle-like levels are becoming more puzzling, and the dexterity requirements keep ramping up. Although the levels in Episode 4 might seem physically shorter, their agility issues are that much bigger. Hope you've got that Beyblade mastered by now, 'cause it's only going to get tougher from this point forward.

General Episode 4 Par Time Tips

- Speed is of the essence—always accelerate!
- Don't skip Spin Pads—you'll need the boost.
- Do not waste time destroying enemies.
- Do not waste time collecting pick-ups.
- Experiment with different Beyblades.
- Use the maps!



Round 4-1 Fly-By

At a Glance....



Tyson's up for another go. This is a fairly easy warm-up Round, so let's get to it.



Go east, drop down the first two ledges, then head due north from there, up a spur jutting to one side.



The first of two items of the Round are at the end of the path. Bag 'em, then head down the spur.



At the bottom of the two drops to the east is the first foe of the Episode. This guy is of the not-moving variety, so just go around him to the south.

Round 4-1 Start!

4-1 Hint: This is hair-raising, but drop from the south of the first item to reach the finish line in record time.



Adventure Mode Walkthrough: Episode 4

GBA



The Round's second item lies just behind the sleeping Beyblade. Pick it up, then head back.



At the bottom of another pair of "steps" to the east is a Spin Charge. Hit it!



After juicing up on some spin, head south, then go east until you reach another Beyblade. As before, you can just go around this chap.



The path you're on bends east and then south—just keep following it and avoid another Beyblade as you move along.



The path gradually doubles back around, sending you west, and then south, past another Beyblade.



From there, head west and then east to a ramp and yet another quiet Beyblade who's just hanging about.

Go up one last ramp to the west to the finish line.



Round Items



Trygle



Tyranno

Round 4-2 Start!

4-2 Hint: No magic here, as you'll have to ride the floating platform to reach your goal no matter what you do.



Round 4-2 Fly-By

At a Glance....





It's Max's turn again, so pull the ripcord to send him out to do his Beybladin' thing!

Immediately head due east, through the first trough and up a small rise.



As you enter the second trough, take a turn and head due south, where you should see a spur leading out into space.



Item numero uno stands before you on the first corner. Swoop it up, then follow the path as it bends west.



At the end of the line lies the second item of the level—that was easy, eh?

Go back to the main spur and continue to the east from there. You should pass a Beyblade or two before you reach a slope in the southeast corner.



Conveniently, your chariot awaits in the form of a moving platform. Board it and take a relaxing ride through the sky.



Once the platform docks, head down the slope unravelling to the east until you reach...



...the Round exit! That was oddly easy, no? Does the rest of Episode 4 continue like this? Let's find out!

Round Items



Joseph



Death Driger

Round 4-3 Start!

4-3 Hint: This is a Boss Battle, so rub that rascal out below par time to carry the day.



Adventure Mode Walkthrough: Episode 4



Round 4-3 is a Boss Battle! It's time for Tyson to flex a little Bladebreaker muscle and show 'em why this team is number one!



After launching, head south, but before dropping down to do battle, follow the ridge as it heads west.

Follow the road as it winds south and eventually twists west.



At the end of the line lies the only item available in this round. Bag it and then get ready to throw down.



Go back to the center of the arena, then dive on in—it's time to take the fight to the bad guys.



There's a big gaping hole in the center of the arena—guess who you want to send spinning down it?



In case you need a pick-me-up, there's a Spin Charge in the southeastern corner of the arena. Just be aware that it's a long way down if you overshoot it.

GBA



Bang away at your foe till you can force him down the hole or out into the void of space to the south or east.



On the other hand, there's nothing quite as satisfying as using your Bit Beast to deliver a good and proper thrashin'.

Round Item



Master Driger

Round 4-4 Start!

4-4 Hint: Now things start to get quite tricky: Head east from the start, then drop to the first Spin Charge. From there, it's gap-hopping madness till you speed along to the finish line.



Round 4-4 Fly-By

At a Glance....



Once aboard, ride the platform all the way to the east and then zip off when it stops.

ITEM #2



Here you'll find the second item of the Round. Pack it up and head back to wait for the platform to make its return.

NOTE

It's entirely possible to ride the platform, get off, pick up the item, and get back on all before it heads back—you just have to be very, very quick!

ITEM #1



First off, slide down the slope to the south and make your way a bit east to find the first of four items for this Round.

As you're journeying back, disembark the platform in mid-flight to the ridge to the north.

ITEM #3

Go up the westward-leading ramp and then climb the northward leading ramp to the third item! Now there's only one more item to go!



Go back down the ramps to where you first jumped off the moving platform.

Go back up the slope, then carefully descend the eastward-running decline to the ledge below.



Before long, a moving platform swings into view. Set up your Beyblade as shown, then zip across while holding $\Rightarrow + \text{Z}$.



Adventure Mode Walkthrough: Episode 4

GBA



Move down the low hill and hit the Spin Charge to refresh your batteries, then trundle over to the jump pad just to the southeast.



Keep motoring east until you reach a sentry who's guarding a turn northward. That turn is all you (go around that guard if you want to avoid a fight).



This is tricky: Line yourself up as depicted, with the jump pad to your Beyblade's south.



Head east again and you'll spy another cretin spinning 'round and 'round—ignore him and duck down the road as it veers south.

Press **L**, **A** to start moving and to give yourself a small speed boost—you'll hit the jump pad running and vault across the gap to a narrow platform to the south.



One last bend to the east leads to the blessed finish line—you're more than halfway home!



As soon as you land, press **Z** and hit **B** to apply the brakes.



Round Items



Orthrus



Doctor B



Zinrai
Hidden
Spirit



Wyborg

ITEM #4



After you're safely across, grab the Round's fourth item.



Go east and use the jump pad to launch to the next platform to the east.

Round 4-5 Start!

4-5 Hint: Here you'll need to use the speed ups initially, till you make your way to that Spin Charge. From there, duck east, then south to get to the finish line.





Start heading east (naturally) to the red arrow. When you get there, back up and take it at a run.

As you're catapulted through the sky at head-whipping velocities, you'll cross two chasms. When you clear the second, hit **B** and **R** to slow yourself down.



Once you're safe and secure on the ground, head back to the western edge of the playfield, then hang a left and mosey south.



Keep hugging the western edge till you come to a fairly wide-open expanse with another Beyblade lurking nearby.



ITEM #1



From there, head to the southeast corner and nab the first item!



Go back to the "entrance" of this area, then take the spur that leads off to the east.

Max is back for more as we go over the Episode 4 hump.



Adventure Mode Walkthrough: Episode 4



Follow the lay of the land as the road bends east, then north.



As you exit the small connecting area, turn your top to the east once more, then bring it back around to the south.

You'll see another ornery enemy lying in wait. Thrash him, then take the spur you passed that leads east.



ITEM #2



Finally, the road turns north and leads you to the second item of the level.



Retrace your steps: Go south first, then west, then hang a left and move to the south.

Continue following the road around another turn to the east.



Ignore the southward-leading spur for the time being, and move east—watch for the foe lurking out of your field of view.



GBA

ITEM #3



As you come around a turn to a dead end, you'll spy the final item in Round 4-5. Grab it, then head back to the spur you passed a moment ago.



Ducking down the spur, you'll come to a ledge. Drop to the south and head down the leading ramp.



You're done! Now it's onto Round 6.

Round Items



Figel



Polta



Salima

Round 4-6 Start!

4-6 Hint: This is a straight downhill shot to the finish line. Don't try to collect the items along the way, and you'll be fine.



Par Time: 0:14.00
Items: 2

Round 4-6 Fly-By

At a Glance....

Ray's ready for some Beyblading action in Round 4-6. Let's see if we can right some wrongs and lend him a hand.



Out of the gate, head south and then take a turn east as the road begins to slant southward.



Turn south once you run out of road, and get ready to rumble with an enemy Beyblade.



ITEM #1



After dispatching your foe, take the first westward spur you see all the way to the Round's item.

Go back to the main road. From there, follow the path as it heads east.



Turn north at the small, sloping rise, and mind the slanted ground—you don't want to fall!



ITEM #2



In a few more steps, the ground will level out and lead you straight to the second item. That's that for collectibles.

Adventure Mode Walkthrough: Episode 4



Go back the way you came, hugging the eastern edge of the slope so as not to fall. After you get on the road, a foe appears.

Keep pressing east, dipping down a couple of short ledges till the way ahead bends to the south.



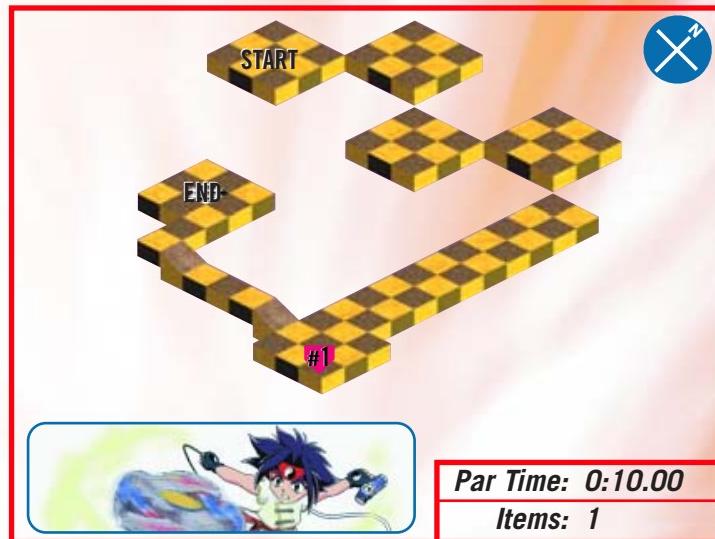
The road bends to the east and then spills out into a wide open area with an enemy Beyblade spinning about.



EXIT!



Head to the southeast to find the Round exit!



Round Items



Driger S



Dragoon Storm



Round 4-7 Start!

4-7 Hint: Negotiate the tricky gaps as you would any other time to speed your way to the finish line.



With Ray at the helm, this Round should be short and sweet.



Start out going northeast. Watch that narrow strip of turf you have to work with, though!

TIP

Sometimes 2D Control can come in handy—this Round is one of those times.

Carefully slip off the ledge to the southeast. Ease on ⓧ as you land.



Plot a course to the northeast. It's a tough region to negotiate, so keep your hands steady and you'll be A-OK.



Go southeast to the step, then drop down. Continue to the south once you're secure.



The Round's item lurches into view. Bag that, then zip up the short ramp leading to the west.

EXIT!

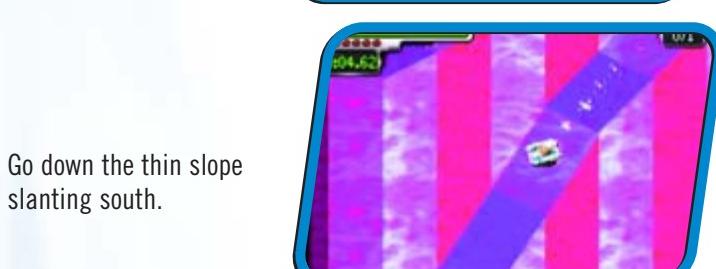
Go up one more ramp to the exit. Time to get moving along to Episode 5 (or, perhaps, the Bonus Round?).


Round Item


Dranzer V


Bonus Round 4 Start!

Bonus 4 Hint: To reach par here, forget about the item and zip across the gaps running east and down the slope heading south.



Adventure Mode Walkthrough: Episode 4

GBA



When the slope slants east, go with the flow!



A few more twists and you'll find yourself climbing up and over a small hill. Continue on as the path turns west.



When the ground levels out, head north till you can go no farther. From there, follow the path as it heads west.



You're almost there! Ignore the northbound ramp and take the southbound path instead. Watch your step on the angled "roof"!

Mind the narrow strip of road once it starts heading north again. One wrong move and it's bye-bye Beyblade.



When you arrive at the next narrow strip, approach carefully, then jet your way across to safety.



ITEM #1



As you drop off the second narrow ledge, you'll see the Round's only item. Grab it, then head south.



Now take the path as it hops from south to east and south once more.

EXIT!

A few quick turns and you'll soon be on your way to Episode 5. Congratulations!

Round Item



Snakey





Episode 5

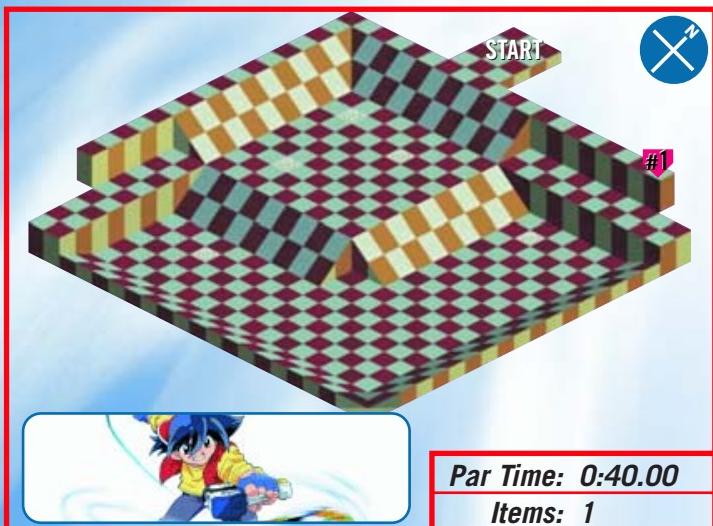
So you're probably feeling pretty cocky at this point and, at least, with some good reason. You've already conquered the first four episodes without breaking too much of a sweat but, as is often the case, it's only going to get harder (much harder, in fact) from here. So grit your teeth, Bladebreaker, and let's get things spinning like a whirling dervish...

General Episode 5 Par Time Tips

- Speed is of the essence—always accelerate!
- Don't skip Spin Pads—you'll need the boost.
- Do not waste time destroying enemies.
- Do not waste time collecting pick-ups.
- Experiment with different Beyblades.
- Use the maps!

Round 5-1 Start!

5-1 Hint: This is a Boss Battle, so get in there and wreck shop under par times so that he's nothing but spare parts.



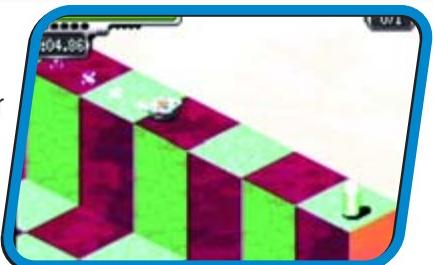
LET IT RIP!

Round 1 for Episode 5 is a Boss Battle! Strap in that Beyblade, and let's get ready to rock.



ITEM #1

After you drop in, make your way down the eastbound ridge to get the Round's only item.



Item in hand, drop off the southbound ledge to take on an impatient foe. Don't worry—he'll spin off into space in no time.

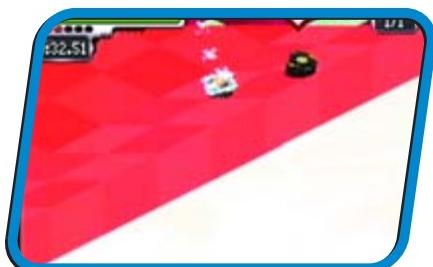


At the beginning of the Round, the boss and three of his lackeys accost you.

Keep your cool and use A to catapult the bad guys (one by one, or the whole lot) over the edge. To make it through the fight, grab the Spin Charge.



After a few hard knocks, it's busted-gear time for the boss and the start of Round 2 for you!



Round Item



Cereberus

Round 5-2 Start!

Episode 5-2 Hint: This one is daunting. Due to its size, you'll have no time to dawdle. Speed is the key here, because you'll be fighting enemy Beyblades and the lack of Spin Charges to make par in time. Keep at it to score par in time.

Adventure Mode Walkthrough: Episode 5



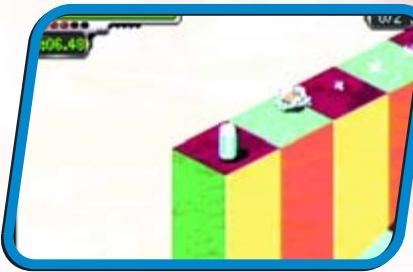
When you get to the ledge, hit **B** to apply the brakes, then follow the ledge as it leads to the west.



GBA

ITEM #1

Follow the ledge to the west. When it bears south, you'll spot the first item.



Get to the ground below by using the ramp or dropping from above to the east.

Round 5-2 Fly-By

At a Glance....



A foe waits near the eastern edge of the area. Bump him off, then take the path sloping away to the east.



The path takes you to a short ramp that allows your Beyblade to clear a chasm. Apply **B** when you land.



Heading north brings you to a large area that's dotted with holes. Avoid the holes and continue north till you find a path that forks to the east and west.

LET IT RIP!



Tyson's up again. Hit **A** to get this show on the road.



Trundle to the east, up and over a few rises, till the road turns to the south.

Mind the baddies as you negotiate the holes.

ITEM #2

Take the west branch to reach the second item.

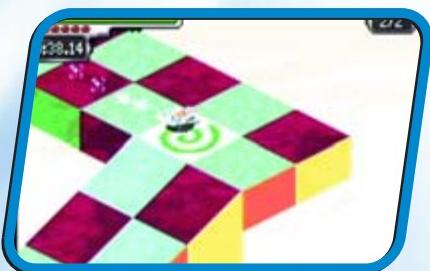


Retrace your steps to the fork's start, then take the east branch till you reach a moving platform.



Ride the platform to the south, then disembark.

Head east to the Spin Charge, then descend the southbound ramp.



EXIT!

A quick couple of bends east and south deliver you to the end of Round 2!



Round Items



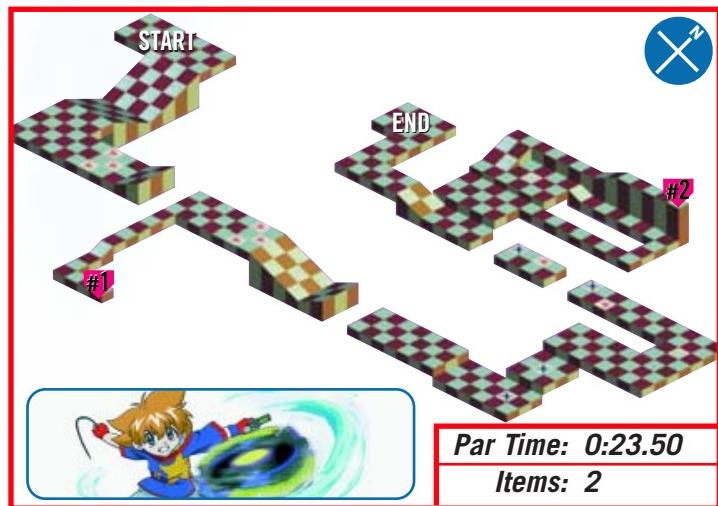
Men in Black



Bakushin Oh

Round 5-3 Start!

5-3 Hint: See those speed ups littered about the map? Hit as many as possible to come in under par.



Round 5-3 Fly-By

At a Glance....



LET IT RIP!

Max gets an opportunity to take things up a notch as he enters Round 3.



Follow the road as it descends and ascends to the east, then pause when you reach the red arrows.



Adventure Mode Walkthrough: Episode 5



Roll over the arrows and launch yourself off the next ramp—hitting ⚡ will help cushion your rapid descent to the east.



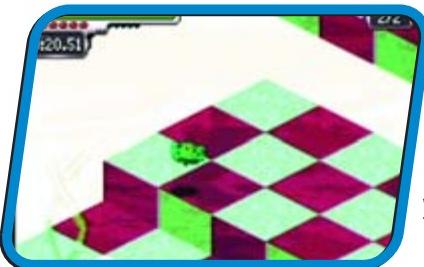
Hug the western edge of the path as it juts along to the south and makes its way east.

The first item is yours. head back from whence you came and continue to the east.

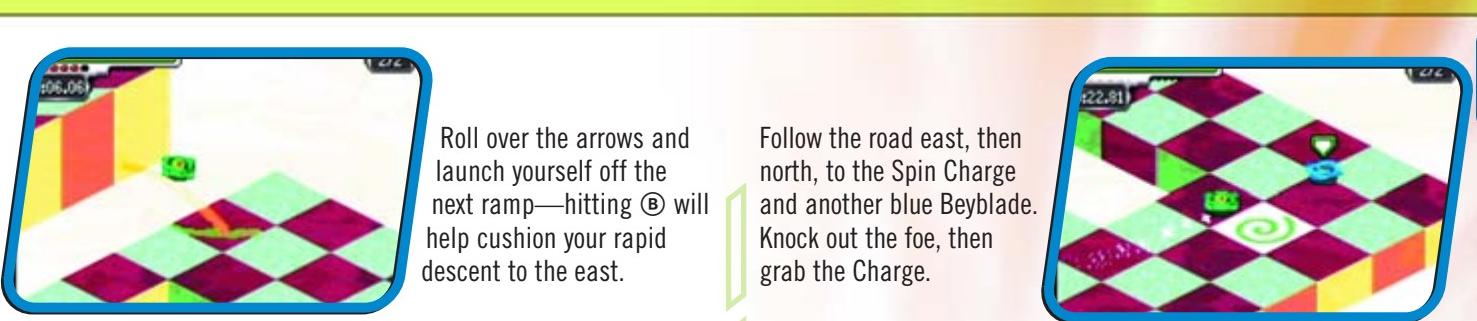
Use the red arrows to speed down the slope and off the ramp. Watch your speed!



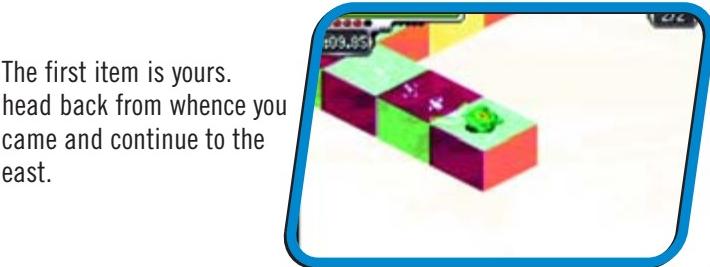
A blue Beyblade attacks when you land. Bludgeon him, then move east.



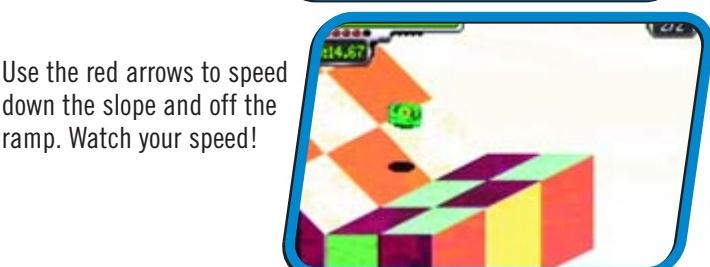
Use the jump tile to leap to the north. When you get to the next jump tile, jump north again. Look where you're landing!



Follow the road east, then north, to the Spin Charge and another blue Beyblade. Knock out the foe, then grab the Charge.



Going west leads you to a jump tile. Use the tile to leap forward to another jump tile (watch out for the red arrow).



As you climb the next slope to the west, look northeast. Jet your Beyblade across by pressing ⌘.



Follow the path east to a Spin Charge. Don't grab it yet—you can collect it in a moment.



Drop off the ledge to the south and clamber up the ramp you mounted a few moments ago to deal with another blue Beyblade.

Go up the ramps and proceed east to the second item. Pick up the item, then go nab the Spin Charge.

GBA



That's the end of the line for Round 3. Good job!

Round Items



Dragoon V



Tyson

Round 5-4 Start!

5-4 Hint: Mind your speed coming down the second rolling slope—take it too fast and you'll lose valuable time as you fly through the air and/or ram into a wall.



Round 5-4 Fly-By

At a Glance....



LET IT RIP!

Ray takes the stage in Round 4. It's time to get over the mid-Episode hump and move down the other side.



Zip down the hill leading south and down and around the bend heading north.



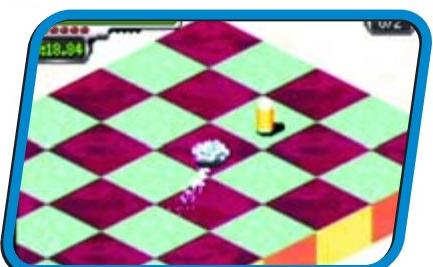
This is tricky: As you head to the north, press **A** just as the ramp starts its decline.

If you timed your button press right, you'll skip like a stone and bounce onto the ledge.



ITEM #1

As you land, hit **B**. Claim the item, then go south and down.



Continue to the east, making your way south along the road as it slopes to the east.



Adventure Mode Walkthrough: Episode 5



The road snakes this way and that to a ramp that leads east to an open area.



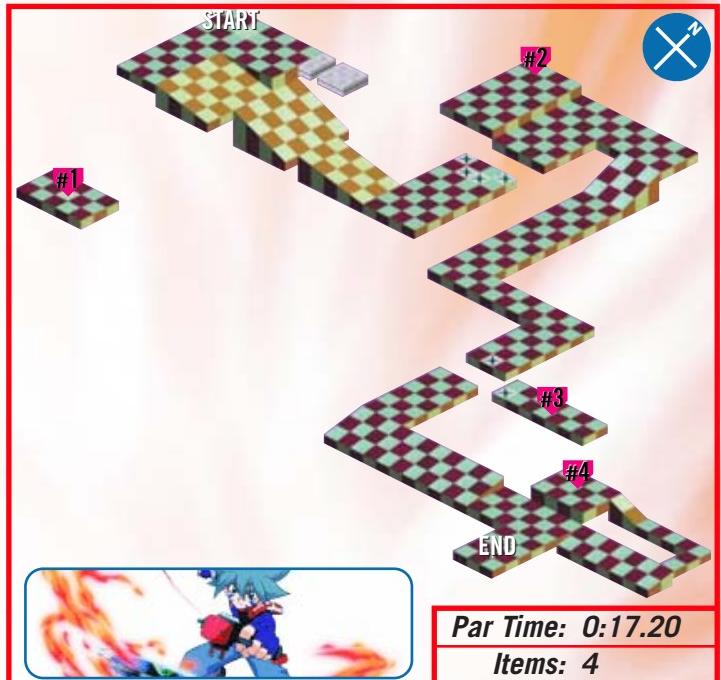
A yellow Beyblade accosts you. Blast him over the edge, then follow the eastern edge to find a path.

ITEM #2

At the path's end, you'll score the second item. Head west to deal with another yellow Beyblade.

EXIT!

When you wrap up the fracas with the yellow Beyblade, head to the northwest to find the exit and the entrance to Round 5!



Par Time: 0:17.20
Items: 4

Round 5-5 Fly-By

At a Glance....



Round Items



Wolborg 2



Bat



LET IT RIP!

Round 5 puts Tyson in charge. This Round's tricky, so let's get to it.



Round 5-5 Start!

5-5 Hint: To make par here, head down the initial slope at full speed (accelerating as you go). You'll soar over an eastern gap to land as the road turns south. This can take patience, but you can do it with perseverance.



Set off to the northeast. Go past the Spin Charge (don't use it yet) and get onto the moving platform.



Take the platform for a ride to the south till an island rears up. Exit the platform to the west.



ITEM #1

Quickly skate over and grab the item, hit the Spin Charge, then re-board the platform to the south.



Ride the platform to its start point, then head west and re-charge at ye olde Spin Charge.



Head down the slope to the east, watching your speed as you go.



A foe waits at the slope's bottom of the slope. Keep going to send him sprawling into the distance.



That taken care of,
set your sights to the
north and zip up to the
jump tiles.



First, position yourself as depicted. Next, press  to send your Beyblade zipping through the air and to a ledge in the distance.



After landing, use **B** to take your velocity down a notch.



In the northwestern corner is the Round's second item. Grab it, then drop off the ledge to the east.



You'll soon bump into an enemy Beyblade—hit **(A)** to send him on his (not so) merry way, then turn to the south.



At the bottom of the next slope is another Beyblade. Ram him from behind to send him over the edge.



As the route moves east,
you'll come up behind a
Beyblade running south.
Hit him from behind to
send him flying.



Adventure Mode Walkthrough: Episode 5

GBA

Approach the jump from its western edge and leap across the chasm to the east—this is tricky and may take several attempts.



Make a quick drop to the south and you're home free! That's five down....



ITEM #3

Zip across the narrow ledge and bag the waiting item, then head to the western edge and prepare to make another tricky jump.



Take a leap from the island to the southwest, and watch your trajectory—this is as tricky as getting there in the first place.

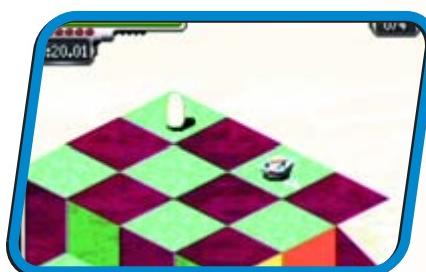


After you're safely down, watch for the enemy Beyblade, then go south and around the corner.

Continue east (past the exit) to a path sloping to the south. Zip across and make your way to the north.



Head west and go up the small rise to reach the fourth item.



Round Items



Driger V



Goki



Item



Grip Attacker

Round 5-6 Start!

5-6 Hint: To blow this Popsicle stand, you'll need to hit all the jump pads as you encounter them. As long as you skip the items, you will do OK.





Round 5-5 Fly-By

At a Glance....



Foes toasted, head to the item and the jump tile. From here, line yourself up east of the tile.



Hit the jump tile to launch yourself to the west. As you fly through the air, position your trajectory to line up with one of the paths below—this is tricky, so don't sweat it if it takes a few (dozen) tries.



LET IT RIP!

Kai's on the stick for this short but tricky Round. Let's do it up!

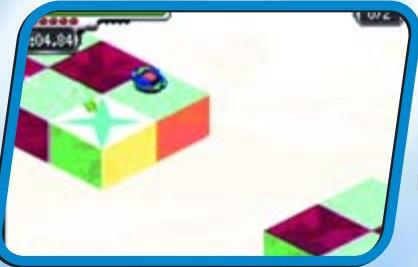


ITEM #1

After you stick the landing (courtesy of ⓧ, of course), head around the winding paths to get the item you saw earlier.



Take the eastbound path and use the jump tile to make your way across a large gap.



Repeat on the next isle, and watch your landing speeds or you might overshoot into a sea of nothingness.



ITEM #2

Backtrack to reach the second item.



Before long, you'll come upon four Beyblades. Negotiating these guys is tricky. Ram the lead with ⓧ, then immediately hit ⓨ to stabilize yourself against rebounds.



Now that you've bagged both items, drop off the ledge and hit the jump tile from the north to fly south.



Squeeze the brakes to prevent you from careening over the edge, then clamber up the path to the west.

Adventure Mode Walkthrough: Episode 5

EXIT!

Follow the path west and south till you find the exit in the southwestern corner.



Round Items



Dunga



Dranzer S

Round 5-7 Start!

5-7 Hint: This is super-tricky: Take the shortest route to Item #3 (check the map) without going through the trouble of scoring the others. Head south when the level starts, then duck down the final route leading east, over a long gap, then to the south once more, over another gap.



LET IT RIP!

Tyson stakes a claim on this final Round of Episode 5. Let's do this.



Fresh from the gates, go southwest, past the first path running east.



Head down the second path jutting east to a jump tile. Hit it to clear the gap.



Follow the path to another jump tile. You know the drill....



ITEM #1

On the other side of the gap is the Round's first item. Collect it, then it's back over the gap for you.



Go to the starting point. From there, head north and get on the path leading south.

Round 5-7 Fly-By

At a Glance....



Follow the twists and turns to the next jump tile. Hit it to clear the gaping chasm ahead.



Follow the path till it opens on a broad southbound slope. Don't go down yet, though. Instead, continue west along the top of the ridge as it turns south.



ITEM #3

Follow the path as it goes around and to the north—it leads you to the third item!



Travel to the red arrow and jump tile. Ignore the arrow, but hit the jump tile to clear the gorge that's impeding your progress.



When you land, hit the Spin Charge, then board the eastbound moving platform.



Go to the ridge and down the slope to meet up with a group of attacking green Beyblades. Blast them over the edge!



EXIT!

Head to the southeastern corner to find the Round (and Episode) exit!

ITEM #2

Once across, head to the south till you hit a jump tile. Hop across the gap to continue your journey.



Round Items



Kane



Master Dragoon



Cyber Dragoon

You'll come to another jump tile in short order, and when you do, wing your way across to the west.



Adventure Mode Walkthrough: Episode 5

Bonus Round 5 Start!

Bonus 5 Hint: As long as you stay on the main road and don't deviate to the various spurs leading this way and that, ample velocities will see that you reach the finish under par time.



LET IT RIP!

Ray wraps up the Episode in the Episode 5 Bonus Round, offering Tyson some much-needed rest.

Follow the path as it twists and turns east.



There are three tricky spots here. Line yourself up and zip through (use that **B** button).

GBA



Go south until you see a ramp. Line up with its westward edge, then zoom over.



A quick jog to the west presents another small ramp. Zip over it, then turn to the north.



Fly through the air with the greatest of ease as the road heads east.



It's another ramp for you to launch from. Mind that momentum!



Round a bend with a ramp staring at you. Go past it and take the path leading north.



ITEM #1

Five hops across five ramps take you to the other side to the first item, which is perched on a ledge above.



Cruise along the western edge until you reach the unapproachable ramp from earlier in the Round. Hop off and head east, then south.



Pick your way down a pair of steep ramps to reach a pointed roadway ahead and zip across.

Once across, make a tricky slide to the southwest. Watch your speed and use **B** to keep things in check.



Round Items



Dragoon S



Draciel



ITEM #2



You'll find the second item to the south after you get over that tricky spot.



Drop east, then cruise along for a second or two until the exit looms into view!



Adventure Mode Walkthrough: Episode 6

Episode 6

Episode 6 presents seven more enticing (and tricky) rounds to hone your Beyblading skills.

The Bladebreakers are on their way to getting down to the heart of the mystery, and, with your help, it seems to be within their grasp. So, let's get moving.

General Episode 6 Par Time Tips

- Speed is of the essence—always accelerate!
- Don't skip Spin Pads—you'll need the boost.
- Do not waste time destroying enemies.
- Do not waste time collecting pick-ups.
- Experiment with different Beyblades.
- Use the maps!

Round 6-1 Start!

6-1 Hint: Heading east at full speed from the start, across the first speed up, you'll fly across a gap. When you reach the second edge, accelerate to launch again and you'll bounce over the next two gaps to reach the finish line. This is super-tricky, so watch your speed so that you don't fly over the finish line.



Round 6-1 Fly-By

At a Glance....



LET IT RIP!

Tyson is off and running as the curtain rises on Episode 6. There are only two Episodes to go, so let's get to it!



Barrel down the first ramp and hit it moving toward the northeast.



ITEM #1



After you land on the raised ledge, roll over and add the first item to your collection.



Goodie in hand, drop off the ledge to the east and make your way down the slope as it meanders southeast.



At the slope's bottom, you'll spy an enemy Bleyblade. Give him a swift kick into empty space, then zip to the south.



ITEM #2

Follow the path as it turns west, then head northwest until you reach a small rise. Climb up to claim the second item.

Head down the slope and continue to the south. When you see a ramp sloping to the east, head on down.

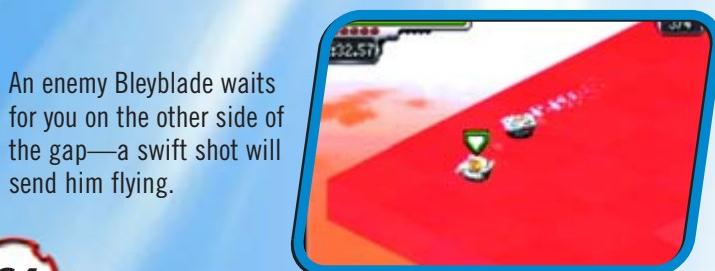


ITEM #3

At the southern terminus, you'll come upon the third item. Now there's only one more item to go!



Head up the ramp, then move to the south. Use the jump tile to clear the gap.



An enemy Bleyblade waits for you on the other side of the gap—a swift shot will send him flying.

Follow the path as it twists east, then north. When you reach the jump tile, leap onto the platform suspended in space.



After you're on the platform, hit the jump tile to get across the next gap.



ITEM #4

Once over, hit the Spin Charge. After you juice up, head east to find the ramp that descends toward the fourth item!



Go up the ramp, then take the northbound path down a hill.



Make your way around one final bend, and you're home-free!



Round Items



Jim



Megalo Arm



Wing Defender



Bound Defender

Round 6-2 Start!

6-2 Hint: Head over the floating platform, then take the road south of Item #3 to reach your goal in perfect form.

Adventure Mode Walkthrough: Episode 6



Go north, then head northeast till you spot the moving platform. When it starts heading north, hop on and go for a ride.

GBA



ITEM #2

At the end of the ride, you'll find the second item alone amongst the clouds.

Take the moving platform south. Exit to the east, then continue east from there to meet up with an enemy Bleyblade.



TIP

It takes two passes to get all the collectibles in this Round. Remember this spot, as you'll be going the opposite direction the next time through.

ITEM #3

From here, you'll have to choose north or south: Take north. Proceed down the slope, then double-back to the south to nab the third item.



With your new item in tow, head north to the ledge. Drop off the eastward leading ledge, then continue north.



Round 6-2 Fly-By

At a Glance....



LET IT RIP!

Tyson is back for more in Round 6-2. Watch that meter and go for "Perfect"!



ITEM #1

Getting the first item is child's play: Head southeast, then take the path leading due south to nab it.



Hop off a small ramp leading north from here, then head around the bend leading east.



The southbound slope you have to take is tricky—its slant switches from east to west.

At the opposite end of that gauntlet is a Spin Charge. Stop to fuel your jets, then head southeast.



Cross the narrow strip of land to the larger land mass on the other side, and watch out for the pair of patrolling green Bleyblades.



ITEM #4

To the south of that fracas is the fourth item. Bag it, then drop off the ledge to the south.



Hit the exit, then prepare for a quick return trip—remember where you had to choose between going north and south?

Take the road leading south as it bends and twists to and fro, past where the third item was once ensconced.



When you reach the opening with two paths jutting out from it (each path ends with a jump tile), take the path that's farthest east.



ITEM #5

A quick leap over the gap yields the fifth item. All that's left is finding the exit.



Hop over the gap to the south, then head east with all due haste.



Go up the northbound slope, then take the path pointing in the same direction.



EXIT!

With that, you're home free—again!

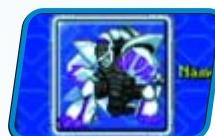
Round Items



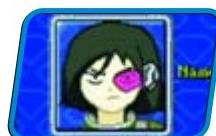
Gekiryu Oh



Master Dranzer



Cyber Draciel



Gerry

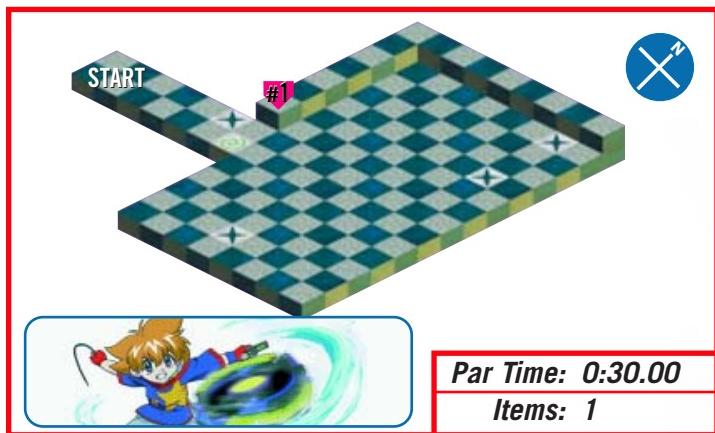


Roller Attacker

Adventure Mode Walkthrough: Episode 6

Round 6-3 Start!

6-3 Hint: Time to snuff the boss to achieve par. Send him into one of the jump pads to end things.



LET IT RIP!

It's Max's turn for Round 6-3. Lucky him—it's a Boss Battle!



After entering the round, head to the jump tile, line up as depicted here, then let fly to the southeast.



ITEM #1

As you cruise through the air, you should be able to snatch the item from the ledge's top. After it's yours, sail into the Boss Battle.



Upon landing, watch for your opportunistic foe as it approaches. Also note the jump tiles...

...upon which you'll send him careening helplessly!



GBA

Round Item

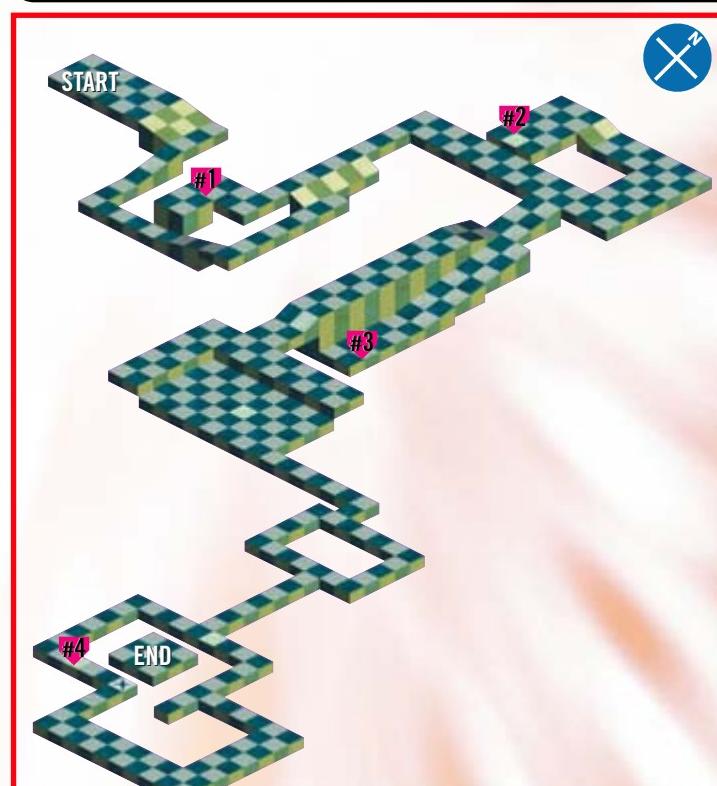


Bearing Stinger



Round 6-4 Start!

6-4 Hint: No shortcuts here: Ignoring the items (and taking the high road over Item #3), you'll reach your goal just in the nick of time.



Par Time: 0:35.20
Items: 4



Round 6-4 Fly-By

At a Glance....



Again you'll follow this path as it turns in upon itself, depositing you near another Bleyblade. Knock him off, then trundle south.



ITEM #2



Here are the second item and a Spin Charge—hit both.



LET IT RIP!

Max makes it two levels in a row with Round 6-4, so let's get to work.



Drop off the ledge to the south, then go east and take the first southbound road you see.

Head down the ramp to the east as it twists south.



You'll come to a fork—take the low road going down to...



ITEM #1

Continue making your way along the path as it turns in upon itself, disgorging you near the first item.

...the third item. Pick it up, then head to the fork, where you'll take the high road south.



Goods in tow, head to the north. Hug the western edge of the path till it bends east.



When you reach the small depression where a pair of Bleyblades spin about, drop on in and show 'em who's boss.



Adventure Mode Walkthrough: Episode 6



Foes dispatched, head down the path that leads to the east and follow it as it bends south.



At the next split in the road, take the westward fork and follow the path as it winds its way about the area.



At the next split, take the path south and make your way to another intersection—take the westward path away from the Spin Charge.

ITEM #4



You'll spy another Spin Charge and the fourth item. Grabbing it clears the Round of all collectibles. Backtrack to the previous Spin Charge.



Follow the path, past the Spin Charge, till you reach another fork. One of the avenues heads over the side—guess which route you get to take.

Follow the road till you see the jump tile. Leap over the nearby gap.



Across the way is the exit. Congratulations! That's Round 4 scratched off the list.



GBA

Round Items



Master
Draciel



Cyber
Dragoon



Metal
Dranzer



Kenny

Round 6-5 Start!

6-5 Hint: Speed ups and jump pads lead you to victory. Mind the enemies along the route and you will be OK.

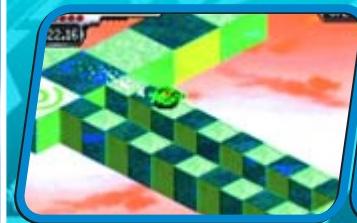


Round 6-5 Fly-By

At a Glance....



Before long, the path gives way to a jump tile: Square up and clear the gap.



On the other side of the gap is a Spin Charge, but don't grab it yet; instead, head east across one of the two narrow rails.



LET IT RIP!

The Max attack continues in Round 5, with only nine more Rounds (Bonuses excluded) to go.



ITEM #1

At this dead end is the first item. Tag it, bag it, and head across the way to the Spin Charge.



The second you touch down, you'll be accosted—hold **B** to keep your Beyblade stable and to repel the two-fisted attack.



Ignoring the sloping path to the south, glide southwest, following the jagged path as you go.



Follow the trail from the northeast corner until you reach a red arrow.



ITEM #2

At the end of the line is the second item. Gather it up and go to that sloping path.



Head across the sloping path to the south and enjoy the level ground below.



Adventure Mode Walkthrough: Episode 6

The road heading east deposits you in front of two red attackers. Bash 'em over the edge, or...



...slip between them and make a mad dash to the exit. That's five down!



Round Items



Wing Attacker

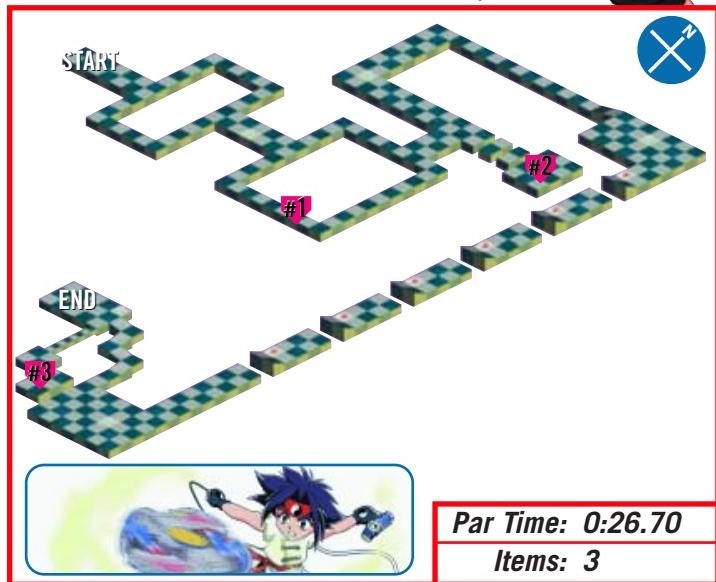


Cyber Dranzer



Round 6-6 Start!

6-6 Hint: Speed, speed, speed—find the shortest route to the speed ups via the map, then race your way to victory.



Round 6-6 Fly-By

At a Glance....



LET IT RIP!



Ray is going to shine this next Round. Pull the cord and let's get this show on the road.



Move east, and at the first intersection, turn south. From there, follow the road as it twists along at right angles.

At the next split, take the wider avenue toward the Spin Charge leading south.



Head south and make your way around the bend to score the first item. Booty on board, continue forward.



Turn north at the first opportunity, then proceed until you reach a gap. Aim east and take this jump at full speed to clear the two small rents in the road.



Once across, hit **B** to halt your run, then nab the second item.

Go across the gap and head west. When you reach the Spin Charge, turn toward the north.



Follow the road as it turns to the east and another Spin Charge.



Hug the eastern edge of the road and make your way south. Go around the red arrows and over a series of six moguls until you reach safe ground.



Grab the Spin Charge, then head to the northwest. Note the item lurking on the ledge....



Head up the series of twisting ramps until the Round exit appears, but do not hit it yet.



Instead, head down the narrow strip leading south, then go down the ledge to the east.



Wouldn't you know it—there's that item you saw a few moments ago. Snag it, then make your way to the exit.



Now you can freely pass through the exit without fear of missing anything—Round 7, here we come!



Round Items



Makendo



Wolborg



Vanishing Moot

Round 6-7 Start!

6-7 Hint: This is a Boss Battle: Chase him over the edge of this "Christmas tree" to attain par in sound time.

Adventure Mode Walkthrough: Episode 6



LET IT RIP!

Ray's up for this next Round...and the Boss Battle that comes with it!



After you drop in, prepare to bash your enemy in an attempt to send him plummeting to his utter doom.



The lower you go, the more narrow (and precarious) the battle becomes.



Prove yourself the better Beyblader, and it's lights-out for this miscreant.

Bonus Round 6 Start!

GBA

Bonus 6 Hint: Go northeast, over the narrow gap, then head to the nearest Spin Charge to the west. From that point on, make it with sheer speed and, on the final descent, drop onto the finish line from the floating platform.



LET IT RIP!

The Bonus Round stars Max this time around, and it's a tricky affair.



Go northeast to the next diamond over, then turn your attention to the southeast.



Cross the next narrow route, then do the same to the northeast.

Round Item

None

Head east—away from the ramp and the item beyond—and go down the short slope leading north (mind those treacherous angles).

Go north, maneuvering down and around various sloping obstacles, as the road bends west.



You'll come across more badly-placed slopes to the north and south sides of the road.



Hit the Spin Charge to keep your motor humming.



Plot a course up and around to the south until you reach another Spin Charge.



Drop off the ledge to the east of that last Spin Charge to bag the one item for this Bonus Round.



Go around once more, this time ignoring the short drop from the ledge, as you head west.



Go up and around the corner until you reach the Spin Charge, then proceed up the nearby ramp to the moving platform.



This platform moves straight up—use **B** to stabilize your Beyblade. Falling now would be most...unfortunate.



Zip off the platform when it comes to a stop, whip over to hit the Spin Charge, then keep moving ahead.



Before a moment passes, you'll be at another moving platform. Wait for it to come to you, then descend.



At the bottom is the escape from Episode 6! There's only one more Episode to go....



Round Item



Flash Leopard

Adventure Mode Walkthrough: Episode 7

Episode 7

This is it—the end of the line... Episode 7! It's going to take everything you've learned up to now to weather this storm. So without further ado, let's get down to brass tacks and take care of business.

General Episode 7 Par Time Tips

- Speed is of the essence—always accelerate!
- Don't skip Spin Pads—you'll need the boost.
- Do not waste time destroying enemies.
- Do not waste time collecting pick-ups.
- Experiment with different Beyblades.
- Use the maps!

Round 7-1 Start!

7-1 Hint: This one's an issue of speed and how quickly you can traverse the lay of the land without plummeting to your doom. Get through that long set of speed ups to make it in time.



Round 7-1 Fly-By

At a Glance....



GBA

LET IT RIP!

Kai busts out of the gates to open Episode 7 with style.



After dropping in, head east, then go across the precarious perch to the south, along a narrow strip of land.



Follow the path east till it broadens out. Ease down on the brakes, then head north before dropping off the ledge.



ITEM #1

When you get to the first item (one of three for the Round), tuck it in your bag and head south.



Drop off the ledge running along the east—without striking the red arrow—then move to the ramp in the not-too-far-off distance.



After you shoot across the ramp, you'll come to a moving platform. Mind its speed! It's quicker than the ones you've used in the past.

When you reach the other side, follow the path as it twists and turns to a Spin Charge.

Head down the nearby ramp to the east to meet a pair of enemy Bleyblades. Use **B** to weather their aggressive behavior.



Follow the path as it unwinds, and you'll spy another item resting on a ledge. Note its locale, then continue down the next ramp, eastward.



You'll spot a red arrow and a ramp running north. Hit the ramp with a little speed to clear the chasm, then head west.



Drop off the short ledge, then head down the ramp. Turn south, then go in and around a long series of red arrows.



After you clear that unpleasantness, you'll find yourself on a low rise. Continue making your way due south.



ITEM #3



You end up facing another one of those tricky maneuvers across a narrow strip of land. Zip across to get the third item.



Make your way northwest, across another tricky gap, and trace the path as it leads you to the north.



The exit's coming up soon—one more tricky spin and you're home free!



Round Items



Galleon
Attacker



Draciel V



Clarken

ITEM #2

Once across, head west to another waiting foe. Knock him off, then mosey to the south to grab the second item.

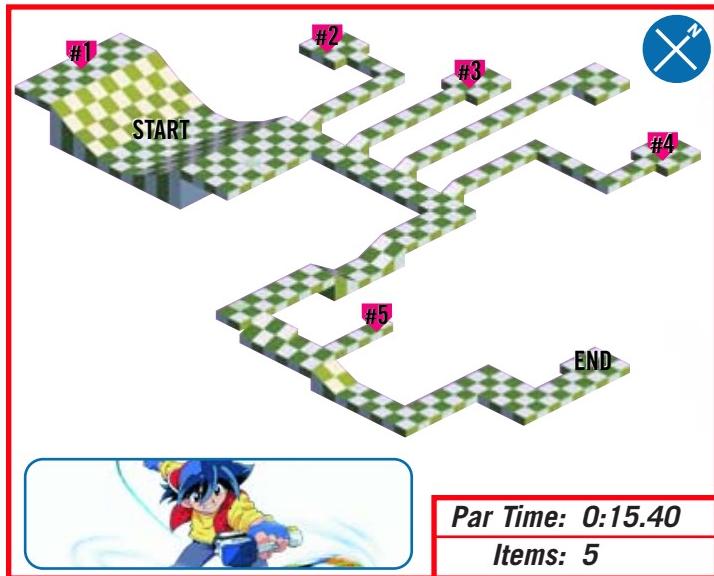


Round 7-2 Start!

7-2 Hint: There's nothing to this one: Drop in and race your way to the finish line with little-to-no resistance.

Adventure Mode Walkthrough: Episode 7

GBA



As the pipe levels out, the first item is in front of you. Grab it, then head east.



As you travel up the pipe's opposite side, you'll see a Spin Charge. After you charge up, plot a course due north down the narrow path.

Round 7-1 Fly-By

At a Glance....



ITEM #2

Follow the path as it twists west to reach the second item.



ITEM #3

Backtracking, go east, then up the next spur to the north, where the third item waits.



LET IT RIP!



Kai's the man of the moment here in Round 2, and this is an interesting start point, so let's get to it.



Head east. Skip the next road running north and take the following strip instead.

The Round starts by dropping you into a half-pipe. Mind the enemy Bleyblades as you head west.



ITEM #4

At the end of this run is the fourth item.

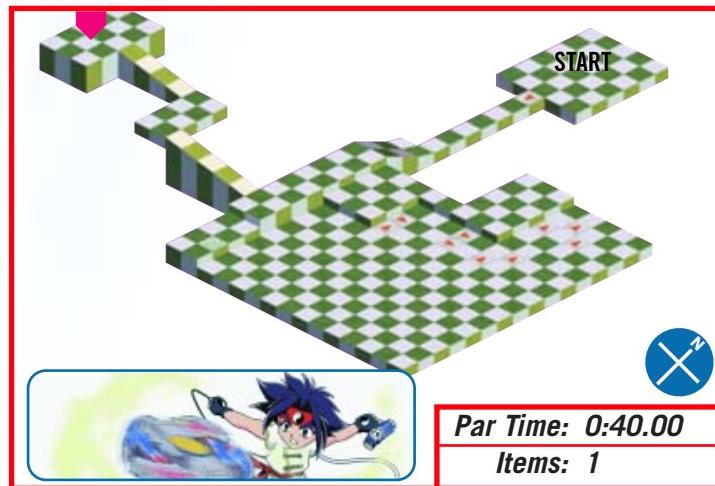


Continue along the main road as it descends and ascends to the south.



Round 7-3 Start!

7-3 Hint: Boss Battle time! Push that sucker into the speed ups and watch him garner par time in no time.



ITEM #5

Juice up at the Spin Charge, then move east across the slanting slope. On the other side, you'll go up the next northbound spur for the fifth item.



LET IT RIP!

Kai takes it to the max when he engages Round 3—during a Boss Battle!



ITEM #1

At the end of this path is the Round's only item. Snag it, then head back.



Round Items



Knight
Dranzer



Flash
Leopard



Sickle
Weasel



Ozuma/
Mister X



Galman

Adventure Mode Walkthrough: Episode 7



Nab the Spin Charge to the south, then drop into the arena to the east to do a little mortal combat.



To dispatch this enemy, lure him toward the series of red arrows in the northwestern corner.

A swift "kick" will send your foe careening across the red arrows, delivering him unto the arms of oblivion.



Round Item



Kids Dragoon

Round 7-4 Start!

7-4 Hint: Another speed, speed, speed level: This is tricky because you'll need to keep up the momentum while negotiating some nasty turns—and watch those floating platforms!



Round 7-4 Fly-By

GBA

At a Glance....



LET IT RIP!

Tyson makes a return appearance at the start of Round 4. Let's show them what's what.



Duck to the east, cross the narrow bridge, and grab the first item.



Now make your way back west, then south, across another narrow bridge. Mind the moving platform that threatens to push you to your doom.



You'll come upon a set of red arrows: Use them to shoot across the chasm, but mind your **B** button.



Once across, make your way east. You'll pass three more moving platforms, so watch your step!



After you make it past the platforms, turn north toward a series of gaps.



That cleared, head west to hit up a Spin Charge, then continue on your merry way.



Another tricky maneuver is ahead. Point your Bleyblade northwest, then speed across the tricky corner...just don't be too speedy.

Follow the path as it twists in upon itself and leads you toward the escape hatch!



Round Item



Ultimate Frostic Dranzer

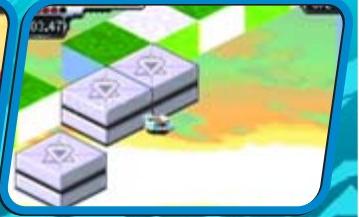
Round 7-5 Start!

7-5 Hint: Drop off the ledge from the first item, then make your way, breakneck-like, to the finish line.



Round 7-4 Fly-By

At a Glance....



LET IT RIP!

Tyson returns for this next Round, where tricky obstacles await.



Go across the three blocks to the north. Beware, though—linger too long and you'll ride them to your end.



Adventure Mode Walkthrough: Episode 7

Go down the two steep slopes to the east, where a pair of foes waits.



Bash the twosome over the edge, then follow the twisting path to another foe.



Go north to where you dropped from the ledge. From there, go around the bend to the east.



GBA

Hit the jump tile to clear the minor gap ahead. After you're on the other side, head around the bend to the south.



ITEM #1

An item is off a short ledge to the east. Drop in and grab it.



Note the red arrows ahead. Line up your Bleyblade with the easternmost one, then catapult yourself along in a straight line due south.



Take a short walk off a long drop and fall to the east. At the bottom, turn south.

After the fourth red arrow, you'll hit a ramp and sail into the sky.

When you reach the pair of enemy Bleyblades, you can either destroy them or go around them. No matter which you choose, head for the southeast corner.



If you're still going south, you'll run headfirst into the Round exit!

Round Items



Gideon



Auto Change Balancer

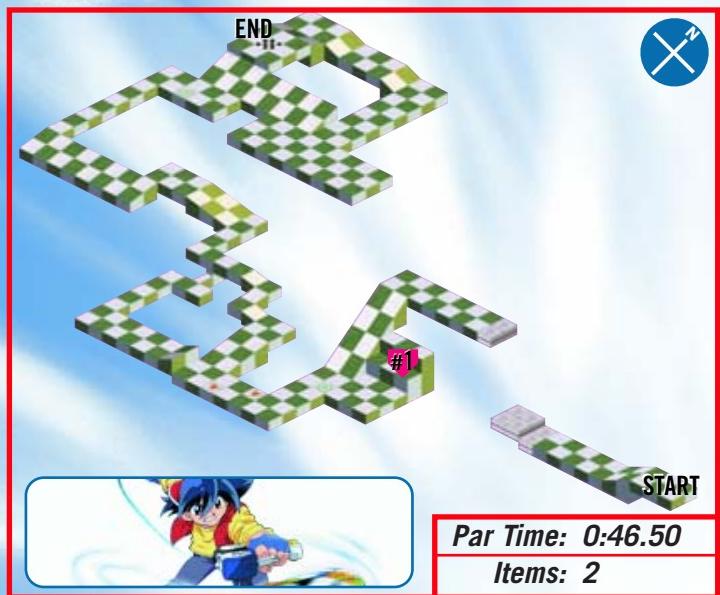
ITEM #2

In that corner waits the second (and final) item of the Round.



Round 7-6 Start!

7-6 Hint: This is straightforward, but difficult due to the lack of Spin Charges combined with a vast amount of required acceleration. Grit your teeth and make the nasty climb.



Round 7-6 Fly-By

At a Glance....



LET IT RIP!

Tyson is the man of the minute, with only a Round or three to go!



When the Round opens, trundle west to a moving platform that's going up and down. Board it and ride it into the sky.



After debarking, go down the steep southbound slope, but make a quick detour to the narrow ledge to the east.



ITEM #1

On that ledge is the first item, which is trickily out of reach. Sharp reflexes are called for here, so watch your step.



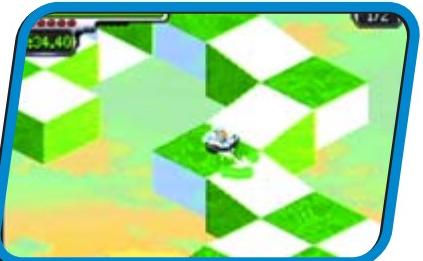
Drop two steps to the south, hit the Spin Charge (you'll need it), then press on.



Go around the two red arrows to the west—hit one of these and the show's over.



After passing those arrows, head up the northbound ramp and follow it along as it twists to and fro.



You'll encounter a narrow ledge proceeding to the south. Line up and cast your Bleyblade over its edge.



Adventure Mode Walkthrough: Episode 7

Not too much farther along is the second item. Bag it, then head over the ramp to the east.



Retrace your steps up the series of ramps to the north, then hop on the steeply sloping westbound path.



With that, you've cleared Round 6! One Round (plus Bonus) to go!

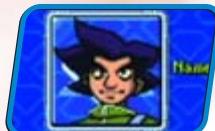


GBA

Round Items



Draciel F



Daryl

Round 7-7 Start!

7-7 Hint: You must eliminate the final boss to claim par time.



Take the northbound road until you reach the enemy Bleyblade. Approach, then nudge him over the side.



But wait—there's another one! Repeat the process to send him spinning into the void, then hit the nearby Spin Charge.



Par Time: 0:20.00
Items: 0

Go up and over the slope heading east to face off against another enemy. You don't have to fight him if you don't wish to, however.



LET IT RIP!

This is it! The final Boss Battle—one in which Tyson is the star. Time to end this once and for all!



Proceed north to the next Bleyblade. Fight or go around him, then ascend the ramp to the west.



When you hit the ground, go south, then go east, around the central hole.

You'll see your foe the moment you turn east. Race toward him at full speed (no ⌂ yet).



As you're about to knock heads, hit ⌂ and watch as your hapless foe is destroyed before the bout begins!



You'll land near two enemy Beyblades that are minding their own business.



Go around the Beyblades, then head up the narrow strip that leads north toward a Spin Charge.



ITEM #1

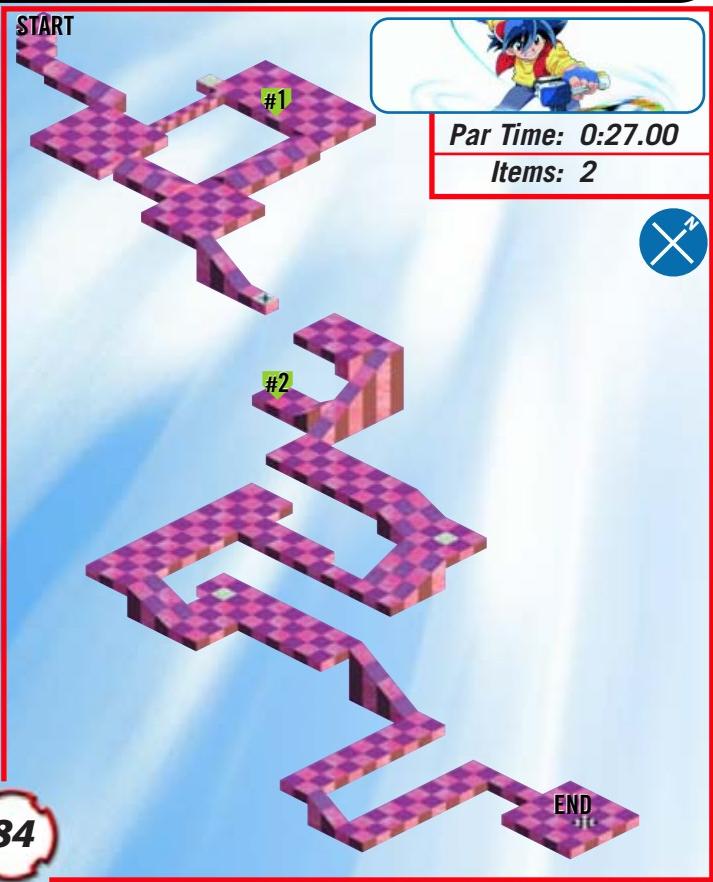
Soon enough you'll meet the first item—grab it.



Head across the dual-sloping path to the south, steady as you go.

Bonus Round 7 Start!

Bonus 7 Hint: This long final run requires ample speed and nerves of steel due to the preponderance of tight turns, enemy Beyblades, and steep slopes. The biggest problem is that you'll have to bounce your way across each steep slope to shave valuable seconds off your time—head down each of the steep slopes at full speed (accelerating as you go) to get a bounce to the next section of the map where you'll repeat the process.



Adventure Mode Walkthrough: Episode 7

Head down the steep eastbound ramp, and be mindful of the jump tile that's not too far ahead.



At the bottom of the next ramp is another Spin Charge. Pick it up to heal your battered Bleyblade.

GBA



ITEM #2

After clearing the gap, go down the next ramp, and move to the second item, which is to the southwest.



Mind your step as you head down the next eastbound slope! Too much momentum will carry you straight into space.



Go over the ramp to the east and head down the southbound slope.



Follow the road as it unravels ahead, until you reach a ramp leading east. Take it easy, then turn to the north.

A much-needed Spin Charge is to the east. Hit it, then turn to the south.



Continue until you reach another enemy Bleyblade. Butt heads with him, then sputter south to find the exit and the end of the game!

Head down the next wide ramp, go up the next westbound path.



Follow the path as it winds south until it drops you off in front of an enemy Bleyblade. Show this bad guy who's boss, then go around the bend, and down to the east.



NOTE

If you complete all par times and the final level, you will unlock a special ending.

Round Items



Ariel



Mr. Dickenson





ITEM LOCATIONS

Get Ya Gear, Here!

Scattered across *Beyblade: VFORCE*—Ultimate Blader Jam's 50+ levels are 60 different Beyblades! You can use each one in-game, and each has its own distinct stats, handling, and look. So if maneuvering your way through all those levels wasn't enough (don't forget those par times), this will keep you busy for a few more weeks.



Also keep an eye out for Bit Beasts and the cast of the *Beyblade™* show!

Beyblades

The 60 items listed below are actual *Beyblade* tops, and each one can be used within the game!

Ultimate Dragoon



Level: 1.1

Ultimate Frostic Dranzer



Level: 7.4

Megalo Arm



Level: 6.1

Polta



Level: 4.5

Makendo



Level: 6.6

Ultimate Saizo



Level: 2.2

Gekiryu Oh



Level: 6.2

Spark Knight



Level: 1.2

Pistol

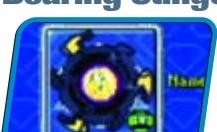
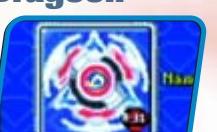
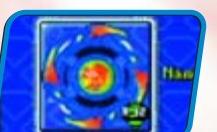


Level: 2.1

Bakushin Oh



Level: 5.2

Bump King	Auto Change Balancer	Knight Dranzer	Galman	Dragoon F
 Name Level: 1.4	 Name Bal Level: 7.5	 Name Level: 7.2	 Name Level: 7.2	 Name Level: Already Open
Grip Attacker	Wing Attacker	Metal Draciel	Wolborg	Dranzer F
 Name Level: 5.5	 Name Level: 6.5	 Name Level: 3.1	 Name Level: 6.6	 Name Level: Already Open
Bearing Stinger	Wing Defender	Kid Dragoon	Seaborg	Griffolygon Hidden Spirit
 Name Level: 6.3	 Name Level: 6.1	 Name Level: 7.3	 Name Level: 3.7	 Name Hid Level: 3.1
Bound Attacker	Draciel Metal	Dragoon S	Draciel S	Master Dragoon
 Name Level: 3.5	 Name Level: 2.3	 Name Level: Bonus 5	 Name Level: Already Open	 Name Level: 5.7
Bound Defender	Dragoon Storm	Dranzer S	Trygle	Master Dranzer
 Name Level: 6.1	 Name Level: 4.6	 Name Level: 5.6	 Name Level: 4.1	 Name Level: 6.2
Roller Attacker	Driger S	Galeon Attacker	Trypio	Master Draciel
 Name Level: 6.2	 Name Level: 4.6	 Name Level: 7.1	 Name Level: 3.2	 Name Level: 6.4
Roller Defender	Death Driger	Galzzly	Driger F	Draciel F
 Name Level: 6.1 (AI)	 Name Level: 4.2	 Name Level: 1.3	 Name Level: Already Open	 Name Level: 7.6

**Wyborg**

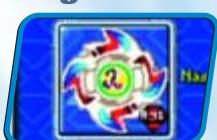
Level: 4.4

Master Driger

Level: 4.3

Wolborg 2

Level: 5.4

Dragoon V

Level: 5.3

Metal Dranzer

Level: 6.4

Flash Leopard

Level: 7.2

Driger V

Level: 5.5

Dranzer V

Level: 4.7

Cyber Dragoon

Level: 5.7

Draciel V

Level: 7.1

Hayate Hidden Spirit

Level: 2.7

Zinrai Hidden Spirit

Level: 4.4

Cyber Dranzer

Level: 2.5

Cyber Draciel

Level: 6.2

Cyber Driger

Level: Bonus 1

Bit Beasts

The next batch of hidden items includes the Bit Beasts themselves—from Fox through Vanishing Moot, the gang's all here!

Fox

Level: 2.7

Tyranno

Level: 4.1

Dranzer

Level: 4.6

Cereberus

Level: 5.1

Ariel

Level: Bonus 7

Spider

Level: 2.1

Clarken

Level: 7.1

Draciel

Level: Bonus 5

Orthrus

Level: 4.4

Cyber Dragoon

Level: 6.4

Sickle Weasel

Level: 7.2

Dragoon

Level: Bonus 3

Driger

Level: 1.6

Gabriel

Level: 1.4

Cyber Driger

Level: 2.1 (AI)

Cyber Dranzer


Level: 6.5

Cyber Draciel


Level: Bonus 3

Flash Leopard


Level: Bonus 6

Vortex Ape


Level: 5.5

Sharkrash


Level: Bonus 2

Vanishing Moot


Level: 6.6

Round 'Em Up!

In addition to locating 81 distinct Beyblades, you can also track down "cards" that feature everybody from Tyson on down to Grandfather. There are 28 cards in all!

Bat


Level: 5.4

Doctor B


Level: 4.4

Bus Driver


Level: 3.2

Dunga


Level: 5.6

Chameleon


Level: 3.7

Daryl


Level: 7.6

Dizzi


Level: 2.6

Figel


Level: 4.5

Goki


Level: 5.5

Gerry


Level: 6.2

Grandfather


Level: 2.4

Kai


Level: Bonus 1

Ozuma Mister X


Level: 7.2

Gideon


Level: 7.5

Hilary


Level: 1.5

Jim


Level: 6.1

Joseph


Level: 4.2

Kane


Level: 5.7

Kenny


Level: 6.4

Mariam


Level: 3.4

Max


Level: Bonus 2

Men in Black


Level: 5.2

Mr. Dickenson


Level: Bonus 7

Ray


Level: 1.2

Salima


Level: 4.5

Snakey


Level: Bonus 4

The Robot


Level: 1.7

Tyson


Level: 5.3



USING THIS GUIDE (GC)

Welcome to Prima's Official Strategy Guide for Atari's *Beyblade: VFORCE—Super Tournament Battle* for Nintendo GameCube. Here you'll find essential gameplay info, a full parts guide, and every last gallery entry for your viewing pleasure. (The Gallery is a section of the game where you collect unlockable Beyblade portraits.)



Basic Controls

Launch

◎/D-Pad: Guide Beyblade's Direction

Ⓐ: Launch

Ⓑ: Launch with Bit Beast Attack



Battle

◎/D-pad: Move Beyblade

Ⓐ: Faster Legend Power Build Up
(when striking opponent)

Ⓑ/R: Launch Bit Beast Attack/Dodge
Opponent's Bit Beast Attack

Z: Switch Camera Mode Between
"Active" and "Fixed"

Tips, Notes, and Cautions

This guide contains **Tips**, **Notes**, and **Cautions** to aid you in your quest to become the world's best Beyblader.

TIP

Tips offer helpful nuggets of information to help you make the most of your time in the arena, or, perhaps, in how to best go about assembling your Beyblade.

While it may seem wise to load up on a mega-powerful Attack Ring, keep in mind that Beyblading, in many cases, is all about balance—if your Beyblade lacks it, you won't last long.

NOTE

Notes are handy tidbits that point out an interesting fact about, say, Beyblades in general or a different way of approaching the same problem.

Once you enter the Finals, you'll only get one crack at the brass ring—so make it count!

CAUTION

Cautions prevent you from making a costly mistake that might ruin your run for the gold.

Always be sure to save your game before buying any significant items in the shop. This way, if you make an expensive mistake, you can take it back by re-loading your game.

Get Ready to Beyblade!



Now that the basics are out of the way, turn the page to begin your schooling in the art of Beyblade. Collect your Launcher, your Beyblade, and your GameCube controller and get ready to **LET IT RIP!**

BEYBLADE BASICS

Bits and Pieces

Constructing an effective Beyblade can be as challenging as fighting in the Tournament or multiplayer modes, but it's easier if you follow some basic rules and understand what each part does to the overall whole.

Attack Ring

The Attack Ring is responsible for overall attack power. Its specs are heavily weighted in the Attack category, with less emphasis on Defense and Endurance (there are some well-balanced, but pricey, Attack Rings, though).

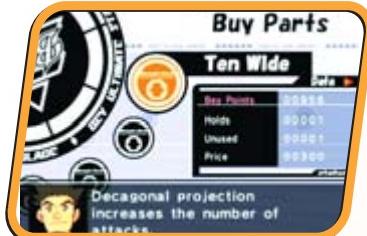


NOTE

Although it may be tempting to build up your Beyblade with little regard for Endurance and Defense, doing so is a sure way to meet a quick end in the tourney.

Weight Disk

The Weight Disk is your primary tool for boosting your Defense stat. You could do worse than designing a Beyblade with a high Defense rating—at least you'll be able to outlast the more muscle-bound foes.



Spin Gear



The specs for Spin Gears are balanced and often impart special abilities in battle. Depending on the situation, the magnets set in a Spin Gear can have an adverse affect on performance. Whether it's adverse to you or your enemy, however, is up to the fight to determine.

Beyblade Base



The Beyblade Base has a range of specific stats (with Attack, Defense, and Endurance specs all over the map) that impart specific combat effects on your Beyblade. Among other things, these stats help determine the axis type you'll spin at and can offer special sub-part abilities that boost your Attack and Defense ratings.



Bit Chip



The Bit Chip determines which supernatural Bit Beast can reside within your Beyblade. More importantly, it lets you know which special attack you can use. Bit Beasts also have a beneficial effect on Defense and Endurance ratings.

Launcher



The type of Launcher you choose has a direct effect on the power and efficacy of your initial attack. Although the Launcher has little effect on spin power, it makes for a more forceful entrance into the arena.



TOURNAMENT MODE PRIMER

GC

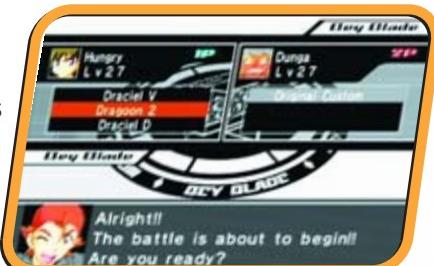
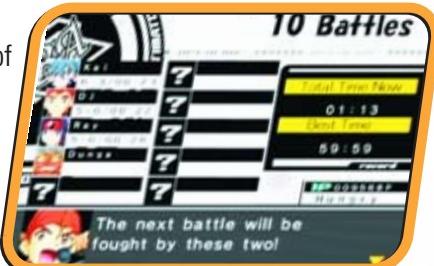
There Can Be Only One

The GameCube edition of Beyblade settles all scores in Tournament mode, where you can earn experience points and cash to buy new parts, Beyblades, Bit Beasts, and other gear. This section gives you insight on what makes up a successful tourney run.

Getting Started

Because the game starts you off with a very basic Beyblade, it's a good idea to get some experience in the one-player modes to the left side of the main Beyblade lobby.

Once you've got the hang of things, you'll definitely want to pay a visit to the shop to pick up a few initial upgrades. Because you're just starting out, concentrate for now on items that boost your hit points. After all, nothing's worse than making it to the last round of the finals only to Crash Out because your Beyblade can't take any more punishment.



Once you've finished tweaking your Beyblade in the shop, it's time to enter the Tournament. If things go well for you there, you'll earn enough experience and bucks to upgrade your Beyblade to prodigious proportions.

Entering the Tournament

TIP

Always save your game before taking a run at the Tournament. This precaution may seem obvious, but you'd be surprised about how often it will slip your mind!

Access the Tournament area from the lobby, then get ready to face a random foe. The first opponent is usually a pushover (a fact that will prove itself time and again as you progress through the game), so go out there and kick some butt.



Basic Tournament Strategy

NOTE

The Beyblade you pick at the start of the tourney will be yours for the entire run, so be sure to choose wisely.

Before the tourney you must pick a Beyblade that you will stick with throughout the course of the competition. Although there's not much to think about when you only have one Beyblade, later, when you have an arsenal of Beyblades at your disposal, you'll have some serious

decisions to make ("Do I want a strong Attack or a tough Defense?"; "Which Bit Chip and Bit Beast should I use?"; "What kind of gimmick might give me an edge?"; etc.).

The goal in the Beyblade Tournament is the same as in any Beyblade match: Knock your opponent out of the ring, cause him to run out of spin power, or destroy him with a hit point-draining Crash Out. Any one of these methods will give you the victory, but a Crash Out awards four points and ends the match in your favor.



Climbing the ladder in Tournament mode is a cut-and-dried affair: If you win, you progress; if you lose, you're done (after you exhaust your continues).

At the end of each match, you're awarded a certain number of experience and Bey points (money) based on your skill in the ring. The amount of points you receive depends on how quickly you defeated your foe and what technique you used to do it.



The end of the match also affords an opportunity to make repairs to your Beyblade. Always do this! You don't want to get to the final match and end up being instantly slaughtered because your Beyblade is too broken to compete.

RING OUTS

The easiest way to defeat a foe is to score a Ring Out, which is when you simply push your opponent out of the ring. Although repeated ramming can get this job done, it's not the best way to go about winning matches.



A more sophisticated Ring Out strategy combines a properly positioned foe, forward motion, and a full-power Bit Beast Attack.



For victory in one of the bowl-shaped arenas (including the magnetic ones), keep ramming your opponent halfway up the side of the bowl until you can strike with a full-force Bit Beast Attack.



Tournament Mode Primer

The same strategy applies for arenas with openings and doors: push the enemy into a corner, then unleash your Bit Beast Attack.



SPIN OUT

Another (less valuable) way of taking down an opponent involves forcing it to run out of spin power. Spin Outs seldom happen, though. You won't see this outcome often unless you're a heavily defensive player, and even if you are, it's still unlikely.



CRASH OUT

The king of take downs is the Crash Out—score one of these bad boys and the match ends instantly. To earn a Crash Out, you must reduce your opponent's hit points to zero.



Crash Outs are tough to pull off, especially when you're first starting out. Most early battles simply don't last long enough for Crash Outs to be a factor, and even if you do go extra innings with a particular foe, your attacks won't be strong enough to wipe away all his hit points.



NOTE

Crash Outs may be rare in the beginning, but their frequency increases as your Beyblade becomes bigger and more powerful.

Offense

It's been said many times throughout the ages, but the best offense, in many cases, is a good defense. And that's the case in Beyblade as well. After all, if a foe can't move you or strip away your hit points, he's going to have to find another way to remove you as a threat.



Speaking of defense, the best way to defend yourself against a Bit Beast Attack is to hammer away at **R** the instant you see the light of a Bit Beast's eye. This strategy doesn't always work (based on statistical factors), but in a close battle it can mean the difference between life and death.



MASTER PARTS LIST

Parts List

When it comes to assembling the ultimate Beyblade, we've got you covered. This section lists a legion of parts you can use (for the right amount of cash, of course) to bulk up your Beyblade.

NOTE

Some parts are not for sale through the shop and can only be earned via Tournament mode.



Bit Chip

DRAGON V



Cost: 200
Attack: NA
Defense: 10
Endurance: 10

DRACIEL V



Cost: 600
Attack: NA
Defense: 30
Endurance: 30

FLASH LEOPARD



Cost: 500
Attack: NA
Defense: 25
Endurance: 25

ARIEL



Cost: 400
Attack: NA
Defense: 20
Endurance: 20

DRAZER V



Cost: 300
Attack: NA
Defense: 15
Endurance: 15

DRIGER V



Cost: 300
Attack: NA
Defense: 15
Endurance: 15

CYBER DRAGOON



Cost: 200
Attack: NA
Defense: 10
Endurance: 10

GAIA DRAGOON V



Cost: 100
Attack: NA
Defense: 5
Endurance: 5

Master Parts List

GC

DRAGOON V2



Cost: 600
Attack: NA
Defense: 30
Endurance: 30

DRANZER V2



Cost: 500
Attack: NA
Defense: 25
Endurance: 25

DRACIEL V2



Cost: 400
Attack: NA
Defense: 20
Endurance: 20

DRIGER V2



Cost: 400
Attack: NA
Defense: 20
Endurance: 20

DUAL DRAGOON



Secret Bit Chip!

Cost: Not For Sale
(must be unlocked)
Attack: NA
Defense: 15
Endurance: 15

Attack Ring



EIGHT ATTACKER

Cost: 450
Attack: 80
Defense: 30
Endurance: 80

EIGHT ATTACKER ALPHA



Cost: 550
Attack: 85
Defense: 30
Endurance: 75

EIGHT ATTACKER BETA



Cost: 650
Attack: 90
Defense: 30
Endurance: 80

EIGHT ATTACKER GAMMA



This is Eight Attacker Gamma.
It gives supreme attack and endurance power in this series.

Cost: 750
Attack: 95
Defense: 30
Endurance: 85

SPIKE DRAGON



An Attack Ring for Dragoon V2.
The wide wing takes opponent's spin-off force away.

Cost: 650
Attack: 90
Defense: 30
Endurance: 80

SPIKE DRAGON ALPHA



This Spike Dragon Alpha gives better attack and endurance power than Eight Attacker.

Cost: 750
Attack: 95
Defense: 30
Endurance: 85

SPIKE DRAGON BETA



This is Spike Dragon Beta.
It is designed to give more attack and endurance power.

Cost: 800
Attack: 100
Defense: 30
Endurance: 90

SPIKE DRAGON GAMMA



Secret Attack Ring!

Cost: Not For Sale
(must be unlocked)
Attack: 105
Defense: 30
Endurance: 95

CROSS ATTACKER



An Attack Ring for Dranzer V.
The 4 wings scoop the opponent up from below.

Cost: 500
Attack: 80
Defense: 45
Endurance: 65

CROSS ATTACKER ALPHA



This is Cross Attacker Alpha.
It gives better attack and endurance power.

Cost: 600
Attack: 85
Defense: 45
Endurance: 70

CROSS ATTACKER BETA



This is Cross Attacker Beta.
It gives superior attack and endurance power.

Cost: 700
Attack: 90
Defense: 45
Endurance: 75

**CROSS ATTACKER GAMMA**

Cost: 800
Attack: 95
Defense: 45
Endurance: 80

CROSS DRANZER

Cost: 800
Attack: 95
Defense: 50
Endurance: 75

CROSS DRANZER ALPHA

Cost: 850
Attack: 95
Defense: 55
Endurance: 80

CROSS DRANZER BETA

Cost: 900
Attack: 100
Defense: 60
Endurance: 80

CROSS DRANZER GAMMA

Cost: 950
Attack: 100
Defense: 65
Endurance: 85

TEN SPIKE GAMMA

Cost: 750
Attack: 60
Defense: 75
Endurance: 75

STRIKE TURTLE GAMMA

Cost: 1,100
Attack: 85
Defense: 95
Endurance: 100

TEN SPIKE

Cost: 450
Attack: 60
Defense: 60
Endurance: 60

STRIKE TURTLE

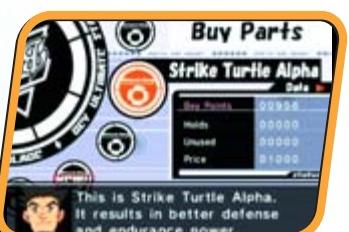
Cost: 950
Attack: 85
Defense: 80
Endurance: 85

SONIC TIGER

Cost: 600
Attack: 85
Defense: 25
Endurance: 90

TEN SPIKE ALPHA

Cost: 550
Attack: 60
Defense: 65
Endurance: 65

STRIKE TURTLE ALPHA

Cost: 1,000
Attack: 85
Defense: 85
Endurance: 90

SONIC TIGER ALPHA

Cost: 700
Attack: 85
Defense: 30
Endurance: 95

TEN SPIKE BETA

Cost: 650
Attack: 60
Defense: 70
Endurance: 70

STRIKE TURTLE BETA

Cost: 1,050
Attack: 85
Defense: 90
Endurance: 95

SONIC TIGER BETA

Cost: 800
Attack: 85
Defense: 35
Endurance: 100

SONIC TIGER GAMMA

Cost: 900
Attack: 85
Defense: 40
Endurance: 105

UPPER CLAW GAMMA

Cost: 1,050
Attack: 115
Defense: 50
Endurance: 105

PANTHER HEAD GAMMA

Cost: 650
Attack: 70
Defense: 45
Endurance: 85

CYBERNETIC DRAGON GAMMA

Cost: 850
Attack: 105
Defense: 30
Endurance: 85

UPPER CLAW

Cost: 900
Attack: 100
Defense: 35
Endurance: 105

PANTHER HEAD

Cost: 350
Attack: 55
Defense: 45
Endurance: 70

CYBERNETIC DRAGON

Cost: 550
Attack: 90
Defense: 30
Endurance: 70

CROSS HORN

Cost: 700
Attack: 90
Defense: 20
Endurance: 90

UPPER CLAW ALPHA

Cost: 950
Attack: 105
Defense: 40
Endurance: 105

PANTHER HEAD ALPHA

Cost: 450
Attack: 60
Defense: 45
Endurance: 75

CYBERNETIC DRAGON ALPHA

Cost: 650
Attack: 95
Defense: 30
Endurance: 75

CROSS HORN ALPHA

Cost: 800
Attack: 95
Defense: 20
Endurance: 95

UPPER CLAW BETA

Cost: 1,000
Attack: 110
Defense: 45
Endurance: 105

PANTHER HEAD BETA

Cost: 550
Attack: 65
Defense: 45
Endurance: 80

CYBERNETIC DRAGON BETA

Cost: 750
Attack: 100
Defense: 30
Endurance: 80

CROSS HORN BETA

Cost: 900
Attack: 100
Defense: 20
Endurance: 100

**CROSS HORN GAMMA**

Cost: 1,000
Attack: 105
Defense: 20
Endurance: 105

DRAGON BREAKER

Cost: 350
Attack: 80
Defense: 45
Endurance: 45

DRAGON BREAKER ALPHA

Cost: 450
Attack: 85
Defense: 50
Endurance: 45

DRAGON BREAKER BETA

Cost: 550
Attack: 90
Defense: 55
Endurance: 45

DRAGON BREAKER GAMMA

Cost: 650
Attack: 95
Defense: 60
Endurance: 45

Weight Disk

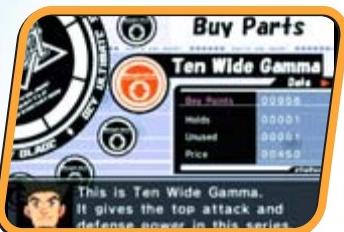
Cost: 300
Attack: 40
Defense: 60
Endurance: 20

TEN WIDE

Cost: 350
Attack: 45
Defense: 65
Endurance: 20

TEN WIDE BETA

Cost: 400
Attack: 50
Defense: 70
Endurance: 20

TEN WIDE GAMMA

Cost: 450
Attack: 55
Defense: 75
Endurance: 20

MAGNE WEIGHT DISK

Cost: 400
Attack: 50
Defense: 70
Endurance: 20

MAGNE WEIGHT DISK ALPHA

Cost: 500
Attack: 55
Defense: 75
Endurance: 20

MAGNE WEIGHT DISK BETA

Cost: 600
Attack: 60
Defense: 80
Endurance: 20

MAGNE WEIGHT DISK GAMMA

Secret Weight Disk!

Cost: Not For Sale
(must be unlocked)
Attack: 65
Defense: 85
Endurance: 20

TEN BALANCE

Cost: 300
Attack: 30
Defense: 60
Endurance: 30

TEN BALANCE ALPHA

Cost: 350
Attack: 35
Defense: 65
Endurance: 30

TEN BALANCE BETA

Cost: 400
Attack: 40
Defense: 70
Endurance: 30

Master Parts List

GC

TEN BALANCE GAMMA



Cost: 450
Attack: 45
Defense: 75
Endurance: 30

TEN HEAVY GAMMA



Cost: 350
Attack: 15
Defense: 55
Endurance: 40

REVOLVER ATTACK GAMMA



Cost: 300
Attack: 5
Defense: 50
Endurance: 45

STAR ATTACK GAMMA



Cost: 1,100
Attack: 95
Defense: 100
Endurance: 5

TEN HEAVY



Cost: 200
Attack: 15
Defense: 40
Endurance: 25

REVOLVER ATTACK



Cost: 150
Attack: 5
Defense: 35
Endurance: 30

STAR ATTACK



Cost: 800
Attack: 80
Defense: 85
Endurance: 5

Spin Gear

NEO LEFT SPIN GEAR



Cost: 300
Attack: 20
Defense: 40
Endurance: 40

TEN HEAVY ALPHA



Cost: 250
Attack: 15
Defense: 45
Endurance: 30

REVOLVER ATTACK ALPHA



Cost: 200
Attack: 5
Defense: 40
Endurance: 35

STAR ATTACK ALPHA



Cost: 900
Attack: 85
Defense: 90
Endurance: 5

NEO LEFT SPIN GEAR ALPHA



Cost: 350
Attack: 30
Defense: 40
Endurance: 40

TEN HEAVY BETA



Cost: 300
Attack: 15
Defense: 50
Endurance: 35

REVOLVER ATTACK BETA



Cost: 250
Attack: 5
Defense: 45
Endurance: 40

STAR ATTACK BETA



Cost: 1,000
Attack: 90
Defense: 95
Endurance: 5

NEO LEFT SPIN GEAR BETA



Cost: 400
Attack: 40
Defense: 40
Endurance: 40

**NEO LEFT SPIN GEAR GAMMA**

Cost: 450
Attack: 50
Defense: 40
Endurance: 40

NEO RIGHT SPIN GEAR DZ

Cost: 300
Attack: 25
Defense: 35
Endurance: 35

NEO RIGHT SPIN GEAR DS

Cost: 300
Attack: 25
Defense: 35
Endurance: 35

NEO RIGHT SPIN GEAR DG

Cost: 300
Attack: 25
Defense: 35
Endurance: 35

NEO RIGHT SPIN GEAR FL

Cost: 300
Attack: 25
Defense: 35
Endurance: 35

NEO RIGHT SPIN GEAR BETA

Cost: 400
Attack: 25
Defense: 45
Endurance: 45

NEO SPIN GEAR SPV BETA

Cost: 300
Attack: 50
Defense: 10
Endurance: 10

NEO RIGHT SPIN GEAR WB

Cost: 300
Attack: 25
Defense: 35
Endurance: 35

NEO RIGHT SPIN GEAR GAMMA

Cost: 450
Attack: 25
Defense: 50
Endurance: 50

NEO SPIN GEAR SPV GAMMA

Cost: 350
Attack: 55
Defense: 10
Endurance: 10

NEO RIGHT SPIN GEAR GD

Cost: 300
Attack: 25
Defense: 35
Endurance: 35

NEO SPIN GEAR SPV

Cost: 200
Attack: 40
Defense: 10
Endurance: 10

NEO RIGHT SPIN GEAR MWV DZ

Cost: 350
Attack: 35
Defense: 30
Endurance: 30

NEO RIGHT SPIN GEAR ALPHA

Cost: 350
Attack: 25
Defense: 40
Endurance: 40

NEO SPIN GEAR SPV ALPHA

Cost: 250
Attack: 45
Defense: 10
Endurance: 10

NEO RIGHT SPIN GEAR MWV ALPHA

Cost: 400
Attack: 40
Defense: 30
Endurance: 30

Master Parts List

NEO RIGHT SPIN GEAR MWV BETA



Cost: 450
Attack: 45
Defense: 30
Endurance: 30

NEO RIGHT SPIN GEAR MWV GAMMA



Cost: 500
Attack: 50
Defense: 30
Endurance: 30

NEO RIGHT SPIN GEAR MCV



Cost: 200
Attack: 10
Defense: 40
Endurance: 40

NEO RIGHT SPIN GEAR MCV ALPHA



Cost: 250
Attack: 10
Defense: 45
Endurance: 45

NEO RIGHT SPIN GEAR MCV BETA



Cost: 300
Attack: 10
Defense: 50
Endurance: 50

NEO RIGHT SPIN GEAR MCV GAMMA



Cost: 350
Attack: 10
Defense: 55
Endurance: 55

NEO RIGHT SPIN GEAR MWV DG



Cost: 350
Attack: 35
Defense: 30
Endurance: 30

NEO LEFT SPIN GEAR NMV ALPHA



NEO LEFT SPIN GEAR NMV ALPHA



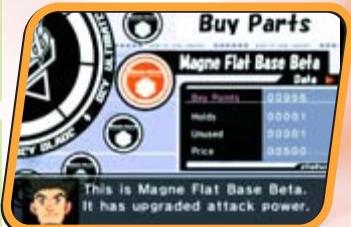
Cost: 250
Attack: 35
Defense: 20
Endurance: 20

MAGNE FLAT BASE ALPHA



Cost: 400
Attack: 55
Defense: 10
Endurance: 10
Axis: Flat

MAGNE FLAT BASE BETA



Cost: 500
Attack: 60
Defense: 10
Endurance: 10
Axis: Flat

NEO LEFT SPIN GEAR NMV BETA



Cost: 300
Attack: 40
Defense: 20
Endurance: 20

MAGNE FLAT BASE GAMMA



Cost: 600
Attack: 65
Defense: 10
Endurance: 10
Axis: Flat

NEO LEFT SPIN GEAR NMV GAMMA



Cost: Not For Sale
(must be unlocked)
Attack: 45
Defense: 20
Endurance: 20

CUSTOM GRIP BASE



Cost: 500
Attack: 60
Defense: 10
Endurance: 10
Axis: Sub-Parts—
Attack/Defense

NEO LEFT SPIN GEAR NMV



Cost: 200
Attack: 30
Defense: 20
Endurance: 20

Beyblade Base

MAGNE FLAT BASE



Cost: 300
Attack: 50
Defense: 10
Endurance: 10
Axis: Flat

**CUSTOM GRIP BASE ALPHA**

Cost: 600
Attack: 65
Defense: 10
Endurance: 10
Axis: Sub-Parts—
Attack/Defense

CUSTOM GRIP BASE BETA

Cost: 700
Attack: 70
Defense: 10
Endurance: 10
Axis: Sub-Parts—
Attack/Defense

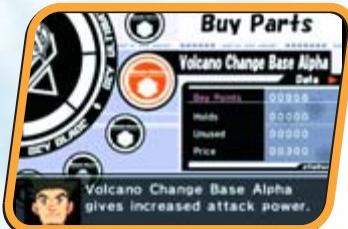
**CUSTOM GRIP
BASE GAMMA**

Secret Beyblade Base!

Cost: Not For Sale
(must be unlocked)
Attack: 75
Defense: 10
Endurance: 10
Axis: Sub-Parts—
Attack/Defense

**VOLCANO CHANGE
BASE**

Cost: 200
Attack: 25
Defense: 15
Endurance: 15
Axis: Sharp/Semi-Flat

**VOLCANO CHANGE
BASE ALPHA**

Cost: 300
Attack: 30
Defense: 15
Endurance: 15
Axis: Sharp/Semi-Flat

**VOLCANO CHANGE
BASE BETA**

Cost: 400
Attack: 35
Defense: 15
Endurance: 15
Axis: Sharp/Semi-Flat

**VOLCANO CHANGE
BASE GAMMA**

Cost: 500
Attack: 40
Defense: 15
Endurance: 15
Axis: Sharp/Semi-Flat

**CUSTOM CRUTCH
BASE**

Cost: 300
Attack: 25
Defense: 20
Endurance: 20
Axis: Sharp/Semi-Flat

**CUSTOM CRUTCH
BASE ALPHA**

Cost: 400
Attack: 30
Defense: 20
Endurance: 20
Axis: Sharp/Semi-Flat

**CUSTOM CRUTCH
BASE BETA**

Cost: 500
Attack: 35
Defense: 20
Endurance: 20
Axis: Sharp/Semi-Flat

**CUSTOM CRUTCH
BASE GAMMA**

Cost: 600
Attack: 40
Defense: 20
Endurance: 20
Axis: Sharp/Semi-Flat

**VIPER METAL BALL
BASE**

Cost: 200
Attack: 10
Defense: 30
Endurance: 30
Axis: Sharp



Master Parts List

VIPER METAL BALL BASE ALPHA



Cost: 300
Attack: 10
Defense: 35
Endurance: 35
Axis: Sharp

VIPER METAL BALL BASE BETA



Cost: 400
Attack: 10
Defense: 40
Endurance: 40
Axis: Sharp

VIPER METAL BALL BASE GAMMA



Cost: 500
Attack: 10
Defense: 45
Endurance: 45
Axis: Sharp

SWITCH METAL BALL BASE



Cost: 400
Attack: 15
Defense: 35
Endurance: 35
Axis: Sharp/Semi-Flat

SWITCH METAL BALL BASE ALPHA



Cost: 500
Attack: 20
Defense: 35
Endurance: 35
Axis: Sharp/Semi-Flat

SWITCH METAL BALL BASE BETA



Cost: 600
Attack: 25
Defense: 35
Endurance: 35
Axis: Sharp/Semi-Flat

SWITCH METAL BALL BASE GAMMA



Cost: 700
Attack: 30
Defense: 35
Endurance: 35
Axis: Sharp/Semi-Flat

SG METAL FLAT BASE



Cost: 150
Attack: 25
Defense: 10
Endurance: 10
Axis: Flat

SG METAL FLAT BASE GAMMA



Cost: 450
Attack: 40
Defense: 10
Endurance: 10
Axis: Flat

CUSTOM METAL CHANGE BASE



Cost: 450
Attack: 35
Defense: 15
Endurance: 15
Axis: Flat/Semi-Flat,
Sub-Parts—
Attack/Defense

SG METAL FLAT BASE ALPHA



Cost: 250
Attack: 30
Defense: 10
Endurance: 10
Axis: Flat

CUSTOM METAL CHANGE BASE ALPHA



Cost: 550
Attack: 40
Defense: 15
Endurance: 15
Axis: Flat/Semi-Flat,
Sub-Parts—
Attack/Defense

SG METAL FLAT BASE BETA



Cost: 350
Attack: 35
Defense: 10
Endurance: 10
Axis: Flat



**CUSTOM METAL CHANGE
BASE BETA**

Cost: 650
Attack: 45
Defense: 15
Endurance: 15
Axis: Flat/Semi-Flat,
Sub-Parts—
Attack/Defense

**CUSTOM METAL CHANGE
BASE GAMMA**

Cost: 750
Attack: 50
Defense: 15
Endurance: 15
Axis: Flat/Semi-Flat,
Sub-Parts—
Attack/Defense

**SG METAL SHARP
BASE BASE**

Cost: 300
Attack: 25
Defense: 35
Endurance: 35
Axis: Sharp

**SG METAL SHARP
BASE ALPHA**

Cost: 400
Attack: 25
Defense: 40
Endurance: 40
Axis: Sharp

**SG METAL SHARP
BASE BETA**

Cost: 500
Attack: 25
Defense: 45
Endurance: 45
Axis: Sharp

**SG METAL SHARP
BASE GAMMA**

Cost: 600
Attack: 25
Defense: 50
Endurance: 50
Axis: Sharp

JUMPING BASE 2

Cost: 400
Attack: 30
Defense: 35
Endurance: 35
Axis: Sharp/Flat

JUMPING BASE 2 ALPHA

Cost: 450
Attack: 30
Defense: 40
Endurance: 40
Axis: Sharp/Flat

JUMPING BASE 2 BETA

Cost: 550
Attack: 30
Defense: 45
Endurance: 45
Axis: Sharp/Flat

JUMPING BASE 2 GAMMA

Cost: 600
Attack: 30
Defense: 50
Endurance: 50
Axis: Sharp/Flat

SG GRIP BASE

Cost: 400
Attack: 10
Defense: 40
Endurance: 40
Axis: Semi-Flat

SG GRIP BASE ALPHA

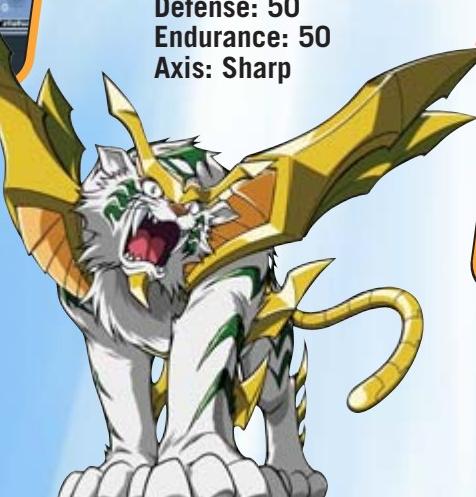
Cost: 500
Attack: 10
Defense: 45
Endurance: 45
Axis: Semi-Flat

SG GRIP BASE BETA

Cost: 600
Attack: 10
Defense: 50
Endurance: 50
Axis: Semi-Flat

SG GRIP BASE GAMMA

Cost: 700
Attack: 10
Defense: 55
Endurance: 55
Axis: Semi-Flat



Master Parts List

SG SUPER METAL FLAT BASE



Cost: 500
Attack: 50
Defense: 5
Endurance: 5
Axis: Flat

SG SUPER METAL FLAT BASE ALPHA



Cost: 600
Attack: 55
Defense: 5
Endurance: 5
Axis: Flat

SG SUPER METAL FLAT BASE BETA



Cost: 700
Attack: 60
Defense: 5
Endurance: 5
Axis: Flat



SG SUPER METAL FLAT BASE GAMMA



Cost: 800
Attack: 65
Defense: 5
Endurance: 5
Axis: Flat

Launcher

EZ Launcher



Cost: 150
Attack: 30
Defense: NA
Endurance: 30

NEO REVERSE LAUNCHER



Cost: 300
Attack: 40
Defense: NA
Endurance: 40

DRAGOON LAUNCHER DX



Cost: 700
Attack: 50
Defense: NA
Endurance: 50

CUSTOM LAUNCHER L



Cost: 1,000
Attack: 80
Defense: NA
Endurance: 80

CUSTOM LAUNCHER R



Cost: 1,000
Attack: 80
Defense: NA
Endurance: 80

ULTIMATE LAUNCHER TYSON VERSION



Cost: 1,500
Attack: 100
Defense: NA
Endurance: 100

ULTIMATE LAUNCHER KAI VERSION



Cost: 1,500
Attack: 100
Defense: NA
Endurance: 100

ULTIMATE LAUNCHER MAX VERSION



Cost: 1,500
Attack: 100
Defense: NA
Endurance: 100

ULTIMATE LAUNCHER RAY VERSION



Cost: 1,500
Attack: 100
Defense: NA
Endurance: 100



BEYBLADE GALLERY

Beyblades on Parade

As you progress through the game, you'll unlock various real-world Beyblades in the art gallery located to the lower right of the main lobby. Speak to the gents about the lobby and they'll often inform you of new arrivals as they come on display.

NOTE

You can create reasonable facsimiles of all the Beyblades located in this gallery by buying/gathering the correct parts minus, of course, their very specific Bit Chips.



Pistol

The Gallery



Ultimate Dragoon



Gekiryu-oh



Makendo



Saizo



Megalo Arm



Bakushi-oh



Frostic Dranzer



Spark Knight



Bump King

Beyblade Gallery



Grip Attacker

Roller Defender

Sparkling Attacker



Bearing Stinger

Dranzer Auto Change Balancer

Dragoon S



Bound Attack

Wing Attacker

Driger S



Bound Defender

Wing Defender

Death Driger



Roller Attacker

Draciel Metal Ball Defender

Knight Dranzer



Beyblade Gallery

Metal Draciel

Attack Type
The metallic shear axis reduces friction resistance with the stadium and increases endurance power.

4-1 Metal Draciel

B11 CHIP
Metal Gear
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Galeon

Combination Type
The model used by Lee, the leader of the Chinese team. The second Attack Ring appears as it comes in contact with the opponent.

4-2 Galeon

B11 CHIP
Shear Axis
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Draciel S

Defense Type
Installs a Metal Bell to the Shear Disk axis. It increases endurance and defense power.

X-16 Draciel S

B11 CHIP
Metal Gear
ATTACK Ring
Cross Spur
WEIGHT Disk
Eight Holes
Spin Gear

Metal Draciel

Beyblade Gallery

Kid Dragoon

Attack Type
The shape of the Attack Ring is designed to create more attack power.

4-7 Kid Dragoon

B11 CHIP
Kido Dragon
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Galzzly

Attack Type
The model used by Gary of the Chinese team. Large blades take all the opponent's spin away.

4-9 Galzzly

B11 CHIP
Galzzly
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Trygle

Attack Type
The model used by Michael of the USA team. By installing the Javelin Bars, it allows you to attack from the stadium.

X-17 Trygle

B11 CHIP
Javelin Bars
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Kid Dragoon

Beyblade Gallery

Kid Draciel

Defense Type
Although this model is a defense type, you should not underestimate its attack power.

4-8 Kid Draciel

B11 CHIP
Kid Dragoon
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Galman

Defense Type
The model used by Kevin and Wallace of the Chinese team. 2 Attack Rings send off attacks from the stadium.

4-10 Galman

B11 CHIP
Galman
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Trypion

Defense Type
The model used by Edith of the USA team. The huge Attack Ring can fly by itself.

X-18 Trypion

B11 CHIP
Attack Ring
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Kid Draciel

Beyblade Gallery

Dragoon S Anime Version

Attack Type
The anime color version of Dragoon S.

A-3 Dragoon S Anime Version

B11 CHIP
Reactive Dragon
ATTACK Ring
WEIGHT Disk
Eight Holes
Left Spin Gear

Beyblade Gallery

Wolborg

Endurance Type
The model used by Tora, the leader of the Russian team. The Rubber Wire Shaft built in the Shear Disk axis generates phenomenal endurance power.

X-11 Wolborg

B11 CHIP
Reactive Wolf
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Driger F

Combination Type
The first model of the F series. It installs a Full Auto-Cutter that controls the pattern of movement according to the user's needs.

X-24 Driger F

B11 CHIP
ATTACK Ring
Cross Spur
WEIGHT Disk
Eight Holes
Spin Gear

Dragoon S Anime Version

Beyblade Gallery

Dranzer S

Combination Type
The axis changing system allows you to select attack mode or endurance mode. It also changes the best lighting style in each situation.

A-2 Dranzer S

B11 CHIP
Drazen
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Seaborg

Defense Type
The model used by Spencer of the Russian team. The rubber wire cuffing allows from crashes and increases defense power.

X-12 Seaborg

B11 CHIP
Shear Axis
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Beyblade Gallery

Dragoon F

Attack Type
Installs a new material called Bio Composite in the Attack Ring. The first 6-layer structure increases the strength of the body.

X-25 Dragoon F

B11 CHIP
Bio Composite
ATTACK Ring
WEIGHT Disk
Eight Holes
Spin Gear

Dranzer S



Beyblade Gallery

Dranzer F

Bit Chip: Dranzer
Attack Ring: Flame Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Combination Type: The Blade Base axis can be switched among 3 types. This enables a better fighting style in that situation.

Dranzer F

Beyblade Gallery

Salamalyon

Bit Chip: Salamander
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Endurance Type: The model used by Johnny of the Euro team. Its parts can be transformed into the shape of a Bit Beast.

Salamalyon

Beyblade Gallery

Seaborg 2

Bit Chip: Seaborg
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Combination Type: The large Attack Ring feeds off attacks and also scars on the equipment.

Seaborg 2

Beyblade Gallery

Griffolyon

Bit Chip: Griffolyon
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Attack Type: The model used by Robert, the leader of the Euro team. Its parts can be transformed into the shape of a Bit Beast.

Griffolyon

Beyblade Gallery

Draciell F

Bit Chip: Draciell
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Defense Type: By inserting please into the Spin Gear and putting it to the Metal Ball at the tip of the axis, it reduces the friction resistance and increases endurance power.

Draciell F

Beyblade Gallery

Dragoon V

Bit Chip: Dragoon
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Attack Type: Installs a Magnet Core to the tip of the axis. By combining it with Magnet Block, its mobility increases.

Dragoon V

Beyblade Gallery

Master Dragoon

Bit Chip: Master Dragoon
Attack Ring: Master Dragoon
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Attack Type: The large Attack Ring attacks by scarring on the opponent.

Master Dragoon

Beyblade Gallery

Wyborg

Bit Chip: Wyborg
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Combination Type: The model used by Ira of the Russian team. Come in contact with the equipment invokes the Blade Base gimmicks, and chooses the Axis.

Wyborg

Beyblade Gallery

Metal Dranzer

Bit Chip: Metal Dranzer
Attack Ring: Metal Dranzer
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Attack Type: Installs a Magnet Core inside the Spin Gear. Launches a Wave Attack with unpredictable movement.

Metal Dranzer

Beyblade Gallery

Master Dranzer

Bit Chip: Master Dranzer
Attack Ring: Master Dranzer
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Endurance Type: Installs a metal axis to the Blade Base which increases the resistance to increase endurance power.

Master Dranzer

Beyblade Gallery

Master Driger

Bit Chip: Master Driger
Attack Ring: Master Driger
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Attack Type: 3 large wings will be deployed and take away his own power.

Master Driger

Beyblade Gallery

Flash Leopard

Bit Chip: Flash Leopard
Attack Ring: Flash Leopard
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Combination Type: The model used by Ozone of the Saint Seeds. The evolution version of Flash Leopard 2.

Flash Leopard

Beyblade Gallery

Master Draciel

Bit Chip: Master Draciel
Attack Ring: Master Draciel
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Defense Type: The large Attack Ring defends itself by pushing the opponent down.

Master Draciel

Beyblade Gallery

Wolborg 2

Bit Chip: Wolborg
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Combination Type: When in contact, it uses a gear disk that reduces cracks and increases endurance power as well as defense power.

Wolborg 2

Beyblade Gallery

Driger V

Bit Chip: Driger
Attack Ring: Attack Ring
Magnet Disk: Weight Disk
Soul Gear: Spin Gear
Spin Gear: Metal Gear

Attack Type: The metal axis passes the magnetic force directly to the Magnet Block thus increasing Meante Power.

Driger V



Flash Leopard 2



Dragoon V2



Dranzer V2



Dranzer V



Driger V2



Burning Cerberus



Cyber Dragoon



Vortex Ape



Draciel V2



Draciel V



Gaia Dragoon V



Wolborg 03